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FREELANCER™

Doug Radcliffe

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The Only Official Guide from **Microsoft**
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FREELANCER™



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To the unknown

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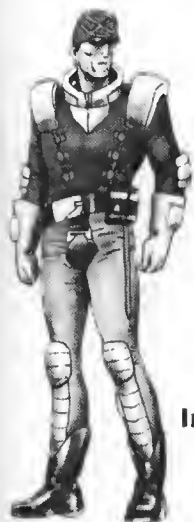
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HOW TO USE THIS BOOK

You are Edison Trent, one of the few who survived the recent destruction of the Freeport 7 space station. You've lost it all—your ship, your possessions, and the biggest opportunity of your life, a sweet deal you had set up with a trader named Lonnigan. Instead of dwelling on the past, however, this is an opportunity to mold your future. *Freelancer* is a universe of possibilities: befriend new allies, make new enemies, earn credits through combat or trade, acquire a ship and equip it as you see fit, and build a life for yourself in the vast Sirius Sector.

This official *Freelancer* strategy guide was written with the full support of the Digital Anvil and Microsoft teams.

Chapter 1: Star Systems, Planets, and Bases provides a “road map” for the huge *Freelancer* universe. You'll find maps for each star system, with marked jump holes and jump gates. We describe each planet and base, and give you vital information regarding the place's rulers, population, and types of ships for sale.

Chapter 2: Factions and Reputation offers important background information on *Freelancer's* governments, police and militaries, independents, and criminal factions. Learn about each faction's history, motives, allies, enemies, and commodity dealings. The chapter also covers reputation—how your actions are viewed and marked by factions throughout the Sirius Sector, how to improve your reputation, and how to ruin it.

Chapter 3: Commodities, Trade, and Mining covers trading strategies, mining zones, and prices for various commodities throughout the Sirius Sector. Detailed charts reveal the best *buy* and *sell* prices for all *Freelancer* commodities. We suggest specific trade routes, and feature *Getting Started* routes in the New York system, to help you earn credits through trade early in the game.

Chapter 4: Ship Statistics provides complete information on all of *Freelancer's* fighters and freighters. Here you'll find each ship's price; equipment level; available gun, missile, and turret *hard points*; and limits on the use of nanobots and shield batteries.

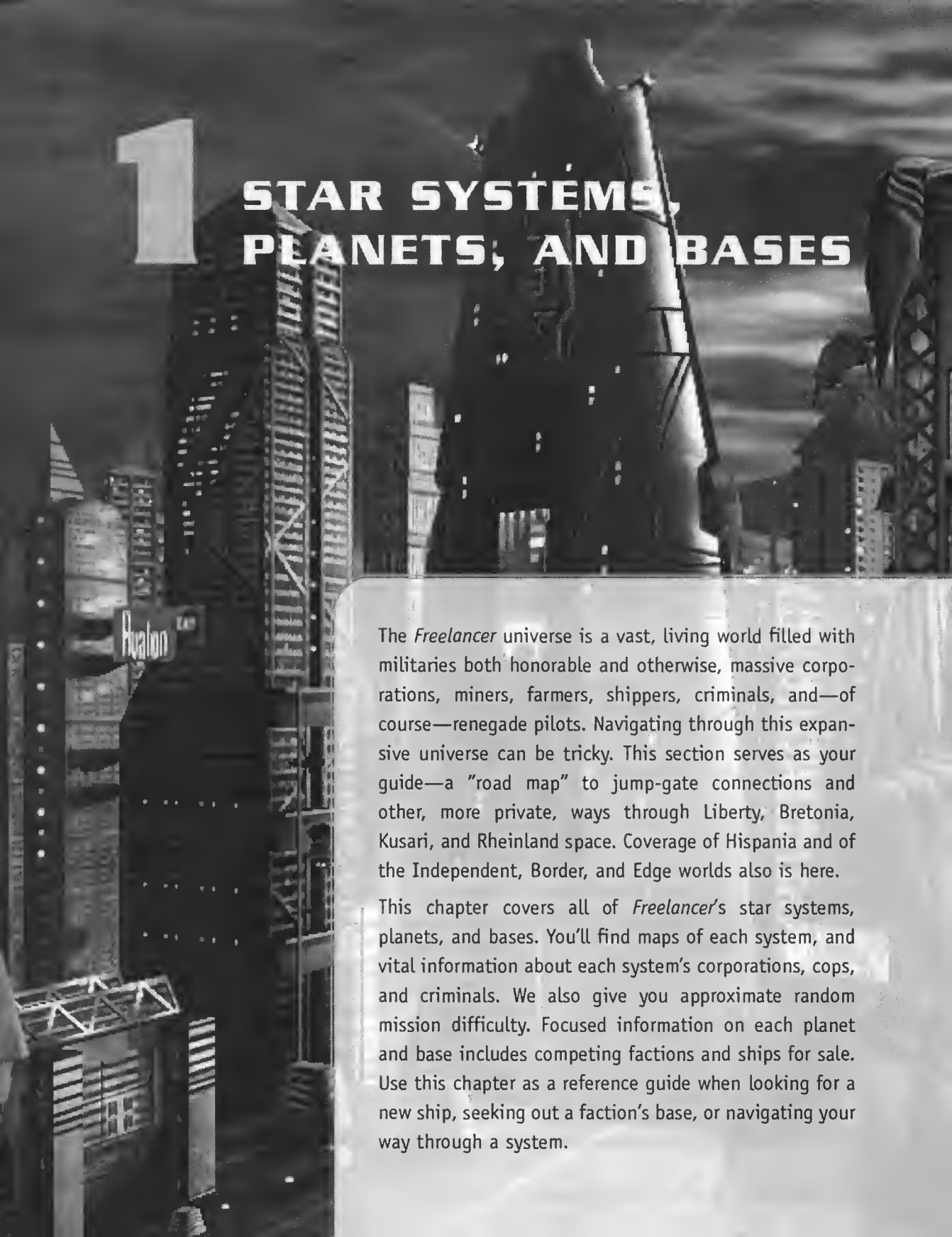
Chapter 5: Weapons and Equipment reveals complete statistics for *Freelancer* guns, turrets, missiles, mines, shields, thrusters, and countermeasures. The chapter also includes specific tactics for the use of each type of weapon or equipment, and features tips straight from the game's designers.

Chapter 6: Ship Combat Strategies contains essential combat techniques for both fighter and freighter pilots. The chapter features strategies for target selection, weapon use, facing stationary enemies, and taking evasive action. You'll also find out how to implement strafing and *engine-kill* as part of your combat repertoire, and you'll receive fantastic tips straight from *Freelancer* designers and play testers.

Chapters 7 and 8 cover *Freelancer's* 13 story-based missions in detail. You'll find mission vitals—objectives, rewards, requirements—and a proven walkthrough for completing all tasks and succeeding in all battles. *Battle tables* throughout the chapters reveal important details about each combat encounter, including assessments of your enemy's numbers and strength.

Chapter 9: Random-Mission Strategies presents tactics for each of *Freelancer's* random-mission types: *assassinate*, *capture prisoner*, *destroy lair*, *capture lair*, *kill ships*, and *kill station*. An essential chart reveals levels of difficulty for random missions, and payouts for all systems.

Chapter 10: Multiplayer Strategies contains information and strategies specific to *Freelancer's* multiplayer gameplay mode. You'll learn how multiplayer games differ from the single-player experience; how to use *chat*, *groups*, and *trading* in the game; and general strategies for surviving against, and succeeding with, *Freelancer* players all over the world.

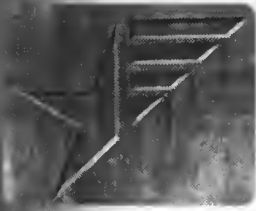


1 STAR SYSTEMS, PLANETS, AND BASES

The *Freelancer* universe is a vast, living world filled with militaries both honorable and otherwise, massive corporations, miners, farmers, shippers, criminals, and—of course—renegade pilots. Navigating through this expansive universe can be tricky. This section serves as your guide—a “road map” to jump-gate connections and other, more private, ways through Liberty, Bretonia, Kusari, and Rheinland space. Coverage of Hispania and of the Independent, Border, and Edge worlds also is here.

This chapter covers all of *Freelancer's* star systems, planets, and bases. You'll find maps of each system, and vital information about each system's corporations, cops, and criminals. We also give you approximate random mission difficulty. Focused information on each planet and base includes competing factions and ships for sale. Use this chapter as a reference guide when looking for a new ship, seeking out a faction's base, or navigating your way through a system.

LIBERTY



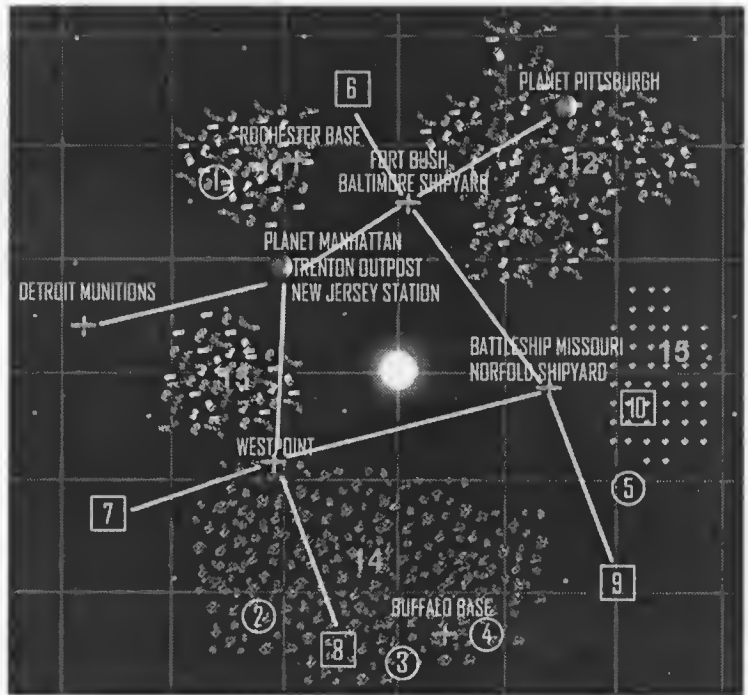
The colony ship *Liberty* was first to arrive in the Sirius Sector. The colonists settled in the center of Sirius space, where the highest number of main sequence stars and Earth-like planets existed. These mostly-American colonists called the first system they settled *New York*, as they began the difficult task of rebuilding civilization, two full years before any other sleeper ship arrived.

NOTE >>>
 Check Chapter 3, "Commodities, Trade, and Mining," for commodity prices for each planet and base.

This section covers the combined star systems, planets, and bases they settled, in the political sphere named *Liberty*, after the ship. You begin the game in Liberty, on Planet Manhattan. It's the easiest area of the game, in terms of random mission difficulty.

New York System

- 1 Jump Hole to Colorado
- 2 Wreckage of Rogue fighter *Flint*
- 3 Jump Hole to Texas
- 4 Jump Hole to New York
- 5 Jump Hole to New York
- 6 Jump Gate to Colorado
- 7 Jump Gate to California
- 8 Jump Gate to Magellan
- 9 Jump Gate to Texas
- 10 Jump Gate to Alaska
- 11 Jersey Debris Field
- 12 Pittsburgh Debris Field
- 13 Detroit Debris Field
- 14 Badlands
- 15 Zone 21



Settled Planets	Manhattan, Pittsburgh
Bases	Ft. Bush, Newark Station, Trenton Outpost, Detroit Munitions, West Point Academy, Norfolk Shipyard, Baltimore Shipyard, Battleship <i>Missouri</i> , Research Station <i>Benford</i> , Ithaca Research Station, Buffalo Base, Rochester Base
Corporations	Ageira Technologies, Interspace Commerce, Universal Shipping, Deep Space Engineering, Liberty Police, Inc.
Criminals	Liberty Rogues, Outcasts, Xenos, Junkers
Produces	Boron, Light Arms, Luxury Consumer Goods, Toxic Waste
Random Mission Difficulty	1 to 2

Planet Manhattan



Manhattan was the first human colony established in the Sirius Sector. In eight centuries it has grown into a teeming world of 220 million people who live and work in a single city that covers the vast majority of the planet. You begin the game on Planet Manhattan. It's the source of your first contact and mission.

Diameter	12.753 km
Mass	5.98×10^{24} kg
Terrain	Terrestrial
Temperature	-46°C to 43°C
Escape Velocity	11.27 km/sec
Owner	Liberty Police, Inc.
Population	Liberty Military, Liberty Police, Liberty Security Force, Interspace Commerce, Universal Shipping
Ships for Sale	Liberty Patriot Light Fighter, Civilian Startracker, Liberty Rhino Freighter



Planet Pittsburgh

A vast desert covers the boron-rich Planet Pittsburgh. A mining operation was established on Pittsburgh by Deep Space Engineering to exploit its deposits, and it's now the only raw material-extraction facility within Liberty space.

Diameter	6.485 km
Mass	4.73×10^{24} kg
Terrain	Desert
Temperature	-38°C to 69°C
Escape Velocity	9.04 km/sec
Owner	Deep Space Engineering
Population	Deep Space Engineering, Liberty Police, Liberty Shippers
Ships for Sale	Liberty Rhino Freighter

Fort Bush

Fort Bush, one of the earliest outposts established in Liberty, suppresses pirate activity in nearby debris fields, and administrates automated weapons platforms that defend the nearby trade-lane junction.

Class	Goliath
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Liberty Police, Inc.
Population	5,000; Liberty Police, Liberty Security Force, Liberty Shippers
Ships for Sale	None

Newark Station

Newark Station is the local headquarters for Interspace Commerce (IC), one of the largest financial concerns in the Sirius Sector. The remainder of the Newark Station population is a constantly shifting crowd of traders, technocrats, executives, and bounty hunters, all cutting deals and arranging for the transport or protection of their goods.

Class	Chasins
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Interspace Commerce
Population	5,000; Interspace Commerce, Liberty Shippers
Ships for Sale	None

Trenton Outpost

Trenton Outpost is home to Universal Shipping, one of the *Big Three* of Liberty companies. Universal made its fortune by gambling on shipping silver from the California system to Colorado space for use in terraforming Los Angeles, long before jump gates and trade lanes reduced the risk of transporting goods over such long distances.

Class	Cochrane
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	Universal Shipping
Population	1,000; Universal Shipping
Owner	Universal Shipping
Ships for Sale	None

NOTE >>>

The Alaska system is a small, dead-end region of Liberty space. It can be reached only through the "eastern" side of the New York system, within an area called Zone 21. The system features a single prison station, which is important to one of the story missions.



Detroit Munitions

Detroit has been manufacturing small- and medium-sized arms since its founding by patriarch Ed Garner in 614 A.S. His name still graces the company's most popular line of blasters.

Class	Ford
Gravity	Partial
Docking	Yes
Amenities	No
Owner	Ageira Technologies
Population	1,000; Ageira Technologies, Universal Shipping
Ships for Sale	None

West Point Academy

West Point Military Academy has been training the best and brightest officers in the Liberty military for over 600 years. The commandant at West Point

is Admiral Walter Evans. His staff includes decorated veterans such as Captain Jason Findley and Captain Marcus Walker.

Class	Military
Gravity	Classified
Docking	Classified
Amenities	Classified
Owner	Liberty Military
Population	Liberty Military
Ships for Sale	None

Norfolk Shipyard

The Norfolk Shipyard, in continuous operation since its construction in 230 A.S., has the honor of being the oldest functional shipyard in the Sirius Sector.

Class	Alabama
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	Liberty Military
Population	9,000; Deep Space Engineering
Ships for Sale	None

Baltimore Shipyard

Deep Space Engineering constructed the Baltimore Shipyard as part of its overall operations, but when not at full capacity it also builds prison ships and cruise liners for sale on speculation.

Class	Delaware
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	Deep Space Engineering
Population	9,000; Deep Space Engineering, Liberty Police, Orbital Spa and Cruise Lines, Liberty Shippers
Ships for Sale	None

Battleship Missouri

The Battleship *Missouri* is the flagship of the Liberty Navy. The *Missouri* has state-of-the-art weaponry and is constructed around a unique triple-hulled design with integrated armor plating.

Class	Delaware
Crew	Classified
Armament	Classified
Owner	Liberty Military

Population	Liberty Military
Ships for Sale	Liberty Defender Heavy Fighter

Buffalo Base

Liberty Rogues established this base, hidden within the Badlands. The Rogues, known associates of petty criminals, are believed to be involved in illegal drug trafficking.

Class	Leviathan
Gravity	Complete
Docking	Yes
Amenities	Limited
Owner	Liberty Rogues
Population	Liberty Rogues. Outcasts
Ships for Sale	Border Worlds Dagger Light Fighter

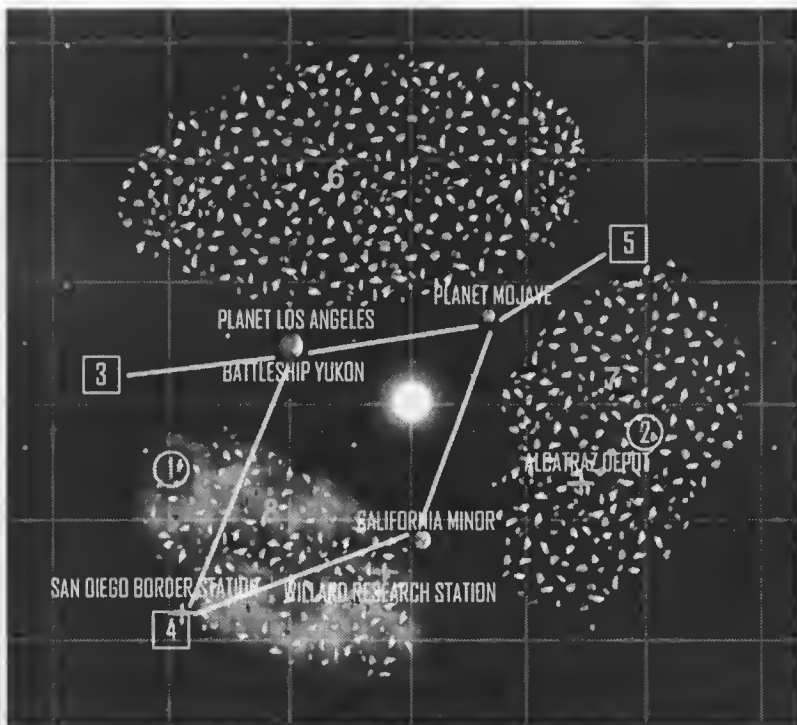
Rochester Base

Rochester is a Junker base concealed in the Jersey Debris Field. Junkers are an itinerant population unaffiliated with any colony.

Class	Leviathan
Gravity	Complete
Docking	Yes
Amenities	Limited
Owner	Junkers
Population	Junkers. Liberty Rogues
Ships for Sale	Pirate Bloodhound Light Fighter

NOTE >>>

The Ithaca and Benford research stations, two New York bases, are featured in the story missions. Scientists at the research stations study the gravitational anomalies found within the Badlands. You'll meet Van Pelt, the lead researcher on Research Station Benford, and you must defend the station against a major attack.



California System

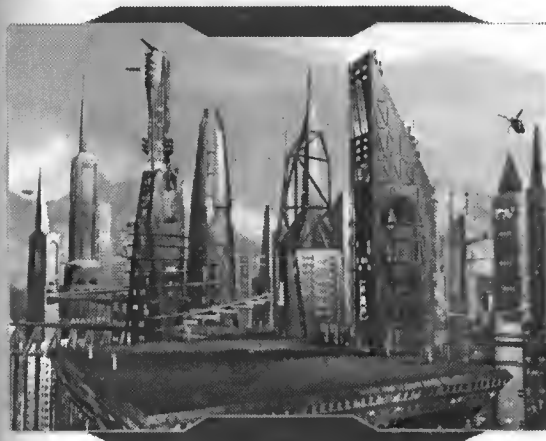
- 1 Jump Hole to Cortez
- 2 Jump Hole to Texas
- 3 Jump Gate to Texas
- 4 Jump Gate to Magellan
- 5 Jump Gate to New York
- 6 Sierra Ice Field
- 7 Whitney Ice Field
- 8 Tahoe Ice Cloud





Settled Planets	Los Angeles, California Minor
Bases	Battleship <i>Yukon</i> , San Diego Border Station, Research Station <i>Willard</i> , Alcatraz Base
Corporations	Synth Foods, Ageira Technologies, Planetform Inc.
Criminals	Liberty Rogues, Outcasts, Lane Hackers
Produces	Food, Optical Chips, Oxygen
Random Mission Difficulty	1 to 4

Planet Los Angeles



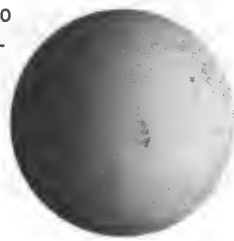
An ocean planet mostly covered with deep salt water, Los Angeles was popular among upper-class Manhattanites before terraforming efforts failed during the Great California Drought of 543 A.S. The planet's popularity has resurged with the economic windfall generated by Synth Foods.

Diameter	8.351 km
Mass	3.22×10^{24} kg
Terrain	Terrestrial
Temperature	-40°C to 45°C
Escape Velocity	8.98 km/sec
Owner	Liberty Police, Inc.
Population	Liberty Police, Synth Foods, Ageira Technologies, Liberty Military
Ships for Sale	Liberty Patriot Light Fighter, Civilian Startracker, Liberty Rhino Freighter

Planet California Minor

Previously considered unsuitable for conventional terraforming, California Minor is a small icy planet. Beneath the ice, however, is an unusually active

volcanic system, and Planetform, Inc., has designed a new process to channel the enormous subterranean stores of geothermal energy. Despite harsh conditions, the potential for jobs here has attracted coarse, manual laborers to the few hospitable areas.



Diameter	3.101 km
Mass	2.77×10^{24} kg
Terrain	Ice
Temperature	-110°C to 12°C
Escape Velocity	6.7 km/sec
Owner	Planetform, Inc.
Population	Planetform, Border World Exports
Ships for Sale	Liberty Patriot Light Fighter

Battleship *Yukon*

Deployed in orbit around California, the Battleship *Yukon* is part of the Liberty Navy's effort to crack down on Lane Hackers and pirates. The *Yukon* is also used as a base for patrols that protect the trade lanes, plagued by pirate attacks, between Magellan and Cortez.

Class	Overlord
Crew	Classified
Armament	Classified
Owner	Liberty Military
Population	Liberty Military
Ships for Sale	Liberty Defender Heavy Fighter

San Diego Border Station

San Diego Border Station monitors the Magellan Jump Gate to stem the rise of criminal activity—particularly by Lane Hackers, Rogues, and Outcasts—throughout the area. The facility is entirely owned and staffed by Liberty Police, Inc. (LPI).

Class	Tyrell
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	LPI
Population	ISO; LPI
Ships for Sale	None

Research Station Willard

Research Station *Willard* operates under the auspices of the Liberty Navy. Its research is classified.

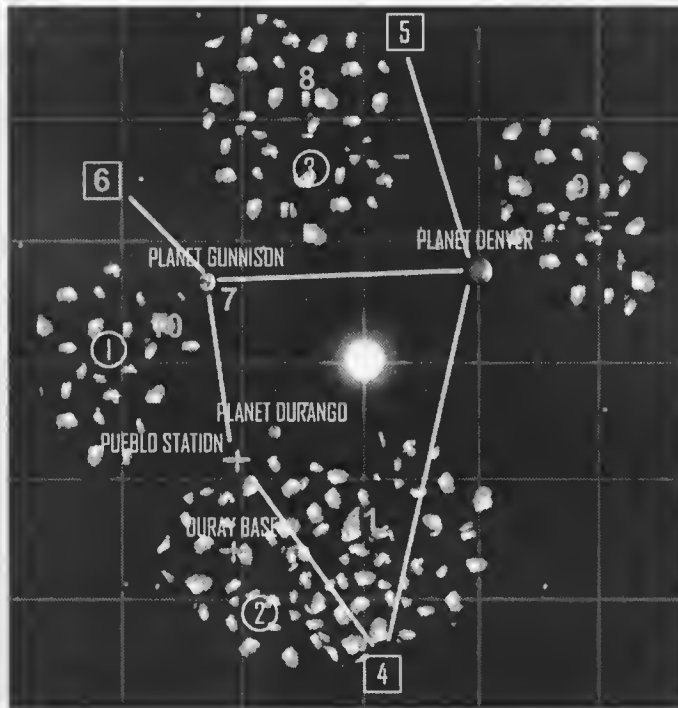
Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Unknown

Owner	Liberty Military
Population	Liberty Military
Ships for Sale	None

Alcatraz Depot

A Liberty Rogue base. Rogues are known associates of petty criminals and are believed to be involved in illegal drug trafficking.

Class	Leviathan
Gravity	Complete
Docking	Yes
Amenities	Limited
Owner	Liberty Rogues
Population	Liberty Rogues, Outcasts
Ships for Sale	Pirate Mule Freighter



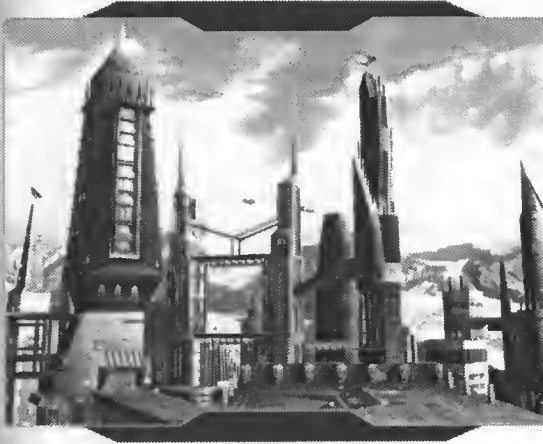
Colorado System

- 1 Jump Hole to Kepler
- 2 Jump Hole to New York
- 3 Jump Hole to Galileo
- 4 Jump Gate to New York
- 5 Jump Gate to Galileo
- 6 Jump Gate to Kepler
- 7 Battleship *Rio Grande*
- 8 Alamosa Asteroid Field
- 9 Cheyenne Asteroid Field
- 10 Copperton Asteroid Field
- 11 Silverton Asteroid Field



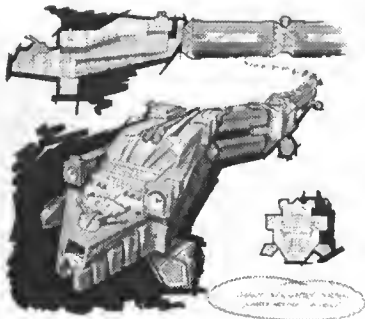
Settled Planets	Denver
Bases	Pueblo Station, Battleship <i>Rio Grande</i>
Corporations	Ageira Technologies, Cryer Pharmaceuticals
Criminals	Xenos, Liberty Rogues
Produces	Pharmaceuticals, Superconductors, Super Alloys, Trade Lane Parts, Terraforming Gases, Toxic Waste
Random Mission Difficulty	1 to 4

Planet Denver



Denver was originally the home of miners, smelters, and shipyard workers, but these industries eventually collapsed. With the declining long-term water situation in the California system, the wealthy elite of Los Angeles began to look elsewhere for a vacation spot and found Denver's rough, beautiful vistas to be ideal.

Diameter	12.211 km
Mass	5.54×10^{24} kg
Terrain	Terrestrial
Temperature	-88°C to 59.1°C
Escape Velocity	10.02 km/sec
Owner	Liberty Police, Inc.
Population	Liberty Police, Cryer Pharmaceuticals, Ageira Technologies, Interspace Commerce, Liberty Military, Universal Shipping, Kishiro Technologies, Samura Industries
Ships for Sale	Liberty Patriot Light Fighter, Civilian Startracker, Liberty Rhino Freighter



Pueblo Station

This is a guarded Ageira Technologies manufacturing facility. Private security forces are authorized to use deadly force.

Class	Classified
Gravity	Classified
Docking	Classified
Amenities	Classified
Owner	Ageira Technologies
Population	Ageira Technologies, Universal Shipping, Republican Shipping
Ships for Sale	None

Battleship *Rio Grande*

The Battleship *Rio Grande* became famous in the campaign against the Xenos in the Hudson system. The *Rio Grande* protects the economically vital Ageira Technologies manufacturing facility at Pueblo Station and patrols the trade lanes into Kepler and Galileo.

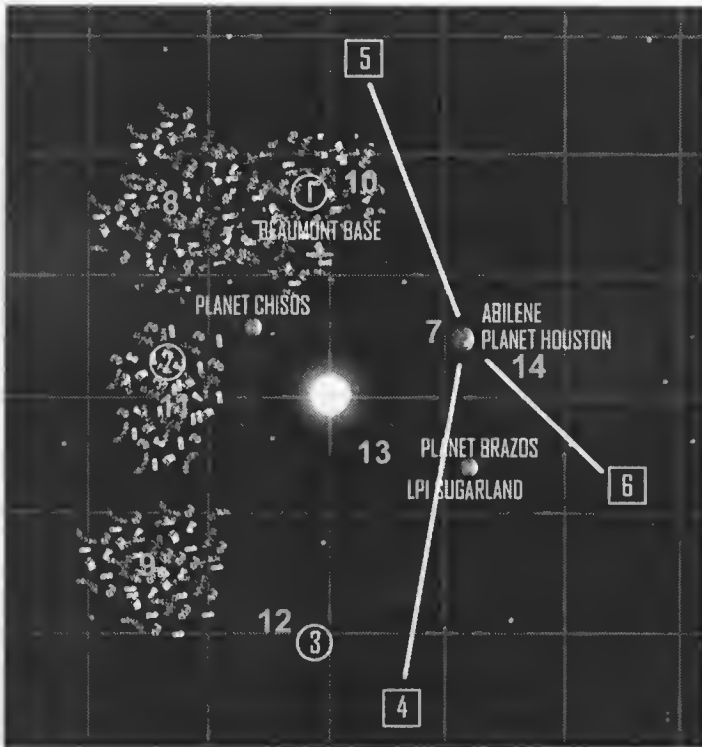
Class	Monument
Crew	Classified
Armament	Classified
Owner	Liberty Military
Population	Liberty Military
Ships for Sale	Liberty Defender Heavy Fighter

Ouray Base

Ouray is a Xenos base. The Xenos are loosely affiliated terrorists opposed to any trade or other interaction with foreign entities.

Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Unknown
Owner	Xenos
Population	Xenos
Ships for Sale	None

Texas System



- 1 Jump Hole to New York

- 2 Jump Hole to California

- 3 Jump Hole to Hudson

- 4 Jump Gate to Hudson

- 5 Jump Gate to New York

- 6 Jump Gate to Bering

- 7 LPI Huntsville

- 8 Pequena Negra

- 9 Grande Negra

- 10 North Dallas Debris Field

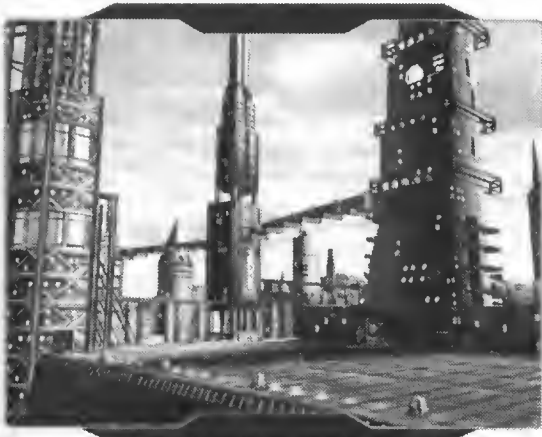
- 11 West Dallas Debris Field

- 12 South Dallas Debris Field

- 13 East Dallas Debris Field

- 14 Battleship *Mississippi*

Settled Planets	Houston
Bases	LPI Huntsville, LPI Sugarland, Battleship <i>Mississippi</i> , Beaumont Base
Corporations	Liberty Police, Bounty Hunters Guild, Deep Space Engineering
Criminals	Xenos, Liberty Rogues, Outcasts, Junkers
Produces	Fertilizers, Consumer Goods, Basic Alloys, Toxic Waste
Random Mission Difficulty	1 to 4



Planet Houston

Houston is an arid world whose population consists mostly of former inmates of the orbiting prison ships. The cheap labor force has attracted a number of industries, including a major Deep Space Engineering manufacturing plant and several factories specializing in consumer goods and construction machinery.

Diameter	8,201 km
Mass	3.38×10^{24} kg
Terrain	Desert
Temperature	-88°C to 100°C
Escape Velocity	9.02 km/sec
Owner	Liberty Police, Inc.
Population	Liberty Police, Bounty Hunters, Liberty Rogues, Republican Shipping
Ships for Sale	Liberty Patriot Light Fighter, Civilian Startracker, Liberty Rhino Freighter

LPI Huntsville

Prisoners and locals refer to LPI *Huntsville* as “The Wall.” Apart from the prisoners and jailers, the Liberty Police and the Bounty Hunters Guild both maintain an onboard presence in case of escape attempts.

Class	Tantalus
Gravity	Complete
Docking	Restricted
Amenities	Limited
Owner	Liberty Police
Population	8,000; Liberty Police, Bounty Hunters
Ships for Sale	None

LPI Sugarland

LPI *Sugarland* was built to handle the overflow from *Huntsville*. A stay on *Sugarland* is particularly hard time, as a smelter worked by prison labor operates around the clock to reprocess scrap from the Texas and New York debris fields.

Class	Tantalus
Gravity	Complete
Docking	Restricted
Amenities	Limited
Owner	Liberty Police
Population	6,000; Liberty Police, Bounty Hunters, AL6 Waste Disposal
Ships for Sale	None

Battleship *Mississippi*

The Battleship *Mississippi* is the oldest active ship in the Liberty Navy. Affectionately referred to by more than one high-ranking officer as “Old Miss,” the *Mississippi* will be decommissioned in 805 A.S.

Class	Eagle
Crew	Classified
Armament	Classified
Owner	Liberty Military
Population	Liberty Military
Ships for Sale	Liberty Defender Heavy Fighter

Beaumont Base

Beaumont is a Junker base. Junkers are an itinerant population unaffiliated with any colony, but tolerated by most. Junkers salvage and then resell abandoned ships, equipment, and other scrap.

Class	Unknown
Gravity	Unknown
Docking	Unknown
Amenities	Unknown
Owner	Junkers
Population	Junkers, Liberty Rogues, Outcasts

BRETONIA



The *Bretonia* sleeper ship was one of the last to arrive in Sirius, almost twenty years after the *Liberty*, *Kusari*, and *Rheinland* had made planetfall. By the time the *Bretonia* arrived, most of the resource-rich areas of the Sirius Sector had already been claimed by the passengers of the *Rheinland* and *Kusari*, while the *Liberty* had settled the lush planets at the sector core.

This section covers the star systems, planets, and bases within Bretonia space. Bretonia is Edison Trent’s home space; he’s from Planet Leeds. Bretonia is a step up from Liberty in terms of difficulty. You’ll find better ships and tougher, more profitable random missions, but tougher adversaries.

HIDDEN DISCOVERIES

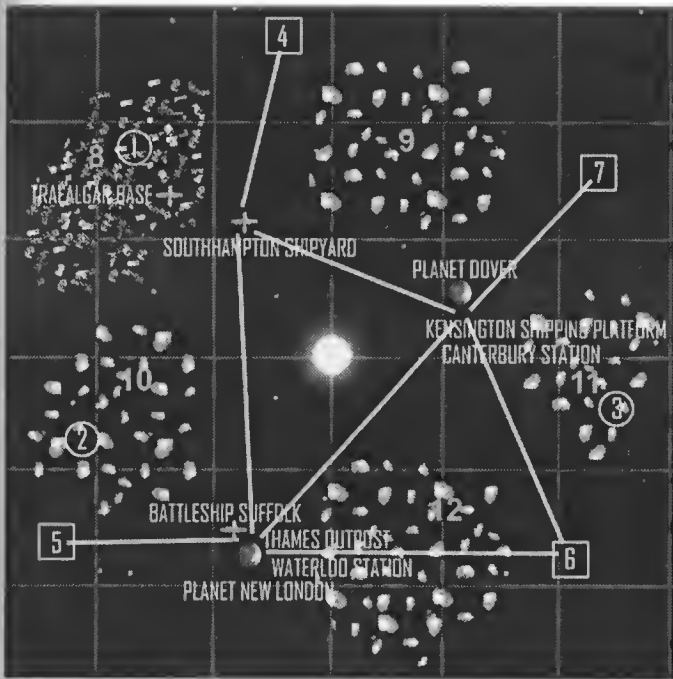
One of the most important things to do when visiting planets or bases is to talk with the bor patrons. Take the time to speak with everyone who will respond. Most information is free and can include details about particular factions, combat tactics of certain ships, and local commodity demands.

Potentially, the most valuable information concerns hidden discoveries. Some bor patrons may know of hidden items scattered around the star systems, which can include ship debris, free weapons and equipment, freighter wrecks containing commodities, or even special weapons. If you discover a shipwreck, shoot the ship debris to release its cargo. Toggle the Loot filter on your Contact List to locate the goods. Use your tractor beam to place the loot in your cargo hold.

There are many discoveries to be found. The following table reveals the sites of 15 hidden discoveries, and the nature of the prizes.

Name	Location	Weapons	Commodities
The Aggressor	New York System, Badlands, Sector 6D	Gunslinger MK I	N/A
Patrol 27	New York System, Badlands, Sector 6E	Justice MK III	N/A
The Balboa	California System, Tahoe Ice Cloud, Sector 5C	Pyros Type I Turret	Cardamine
The Vanguard	New London System, Cumbria Gas Pocket, Sector 5C	Dublin Duster MK I	Gold
The Henry Jones	Cambridge System, Grasmere Ice Cloud, Sector 5F	N/A	Gold
The San Vicente	Leeds System, West Leeds Smog Cloud, Sector 6D	Dragoon Type 2	N/A
The Shoki	Kyushu System, Ohka Dust Field, Sector 4B	Wakizashi	N/A
The Fugaku	Honshu System, Hiyo Cloud, Sector 3C	Tanto	N/A
Kayo Cloud Battlefield	Hokkaido System, Kayo Cloud, Sector 3C	Sunfury 2	N/A
Ruhr Radiation Pocket	New Berlin System, Ruhr Radiation Zone, Sector 3C	Natter Zwei	N/A
The Belknap	Stuttgart System, Ostnebel, Sector 4G	N/A	Luxury Foods
Lonestar	Bering System, Western Asteroid Field, Sector 6C	Advanced Tarantula	N/A
Omega-5 Battlefield	Omega-5 System, Hammen Hoie, Sector 5E	Salamanca MK I	N/A
Von Rohe Belt	Omega-II System, Von Rohe Belt, Sector 5D	Winchester MK II	Diamonds
Yanagi Battlefield	Sigma-13 System, Oxygen Pocket, Sector 4C	Weapon Codename: JADE	N/A
The Perez	Sigma-19 System, Hiryu Cloud, Sector 03	Wyrm Type I	Cardamine

New London System

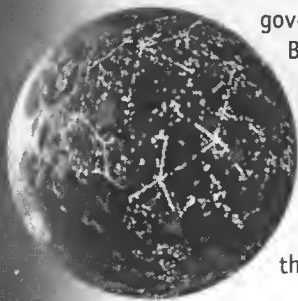


- 1 Jump Hole to Leeds
- 2 Jump Hole to Dublin
- 3 Jump Hole to Cambridge
- 4 Jump Gate to Leeds
- 5 Jump Gate to Dublin
- 6 Jump Gate to Cambridge
- 7 Jump Gate to Manchester
- 8 Southampton Debris Field
- 9 Devon Asteroid Field
- 10 Cumbria Asteroid Field
- 11 Somerset Asteroid Field
- 12 Cornwall Asteroid Field

Settled Planets	New London
Bases	Canterbury Station, Waterloo Station, Kensington Shipping Platform, Southampton Shipyard, Battleship <i>Suffolk</i> , Thames Outpost, Trafalgar Base
Corporations	Bretonia Mining and Manufacturing, Planetform, Gateway Shipping, Interspace Commerce
Criminals	Corsairs, Mollies, Outcasts, Gaians, Junkers
Produces	Oxygen, Water
Random Mission Difficulty	4 to 6

Planet New London

New London is the seat of Bretonia's government and the heart of the Bretonian way of life. All the major Bretonian companies, including Border World Exports and Bretonia Mining and Manufacturing, have offices on New London. The police and military also have their headquarters here.



Diameter	10,723 km
Mass	4.90×10^{24} kg
Terrain	Terrestrial
Temperature	-46°C to 43°C
Escape Velocity	10.27 km/sec
Owner	Bretonia Police Authority
Population	Bretonia Police Authority, Border World Exports, Bretonia Mining and Manufacturing, Bretonia Armed Forces
Ships for Sale	Bretonia Cavalier Light Fighter, Bretonia Clydesdale Freighter, Bounty Hunter Piranha Light Fighter

Canterbury Station

Canterbury Station is headquarters for Planetform, Inc., a pioneer in transforming uninhabitable or marginally habitable planets into terrestrial worlds.

Class	Eden
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Planetform, Inc.
Population	1,000; Planetform, Inc.
Ships for Sale	None

Waterloo Station

Waterloo Station is headquarters for the local branch of Interspace Commerce as well as for foreign shippers such as Republican and Universal.

Class	Zeus
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	N/A
Population	5,000; Republican Shipping, Interspace Commerce, Universal Shipping
Ships for Sale	None

Kensington Shipping Platform

Kensington Shipping Platform, owned and operated by Gateway Shipping, is a major staging area for the movement of goods in and out of the New London system.

Class	Izzard
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Gateway Shipping
Population	500; Gateway Shipping
Ships for Sale	None

Southampton Shipyard

Southampton Shipyard is a massive assemblage of floating steel where most of the Bretonian naval fleet is constructed. Bretonia Mining and Manufacturing (BMM) and the Bretonia Armed Forces control the shipyards.

Class	Winchester
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	Bretonia Mining and Manufacturing
Population	10,000; BMM, Bretonia Armed Forces
Ships for Sale	None

Battleship *Suffolk*

The Battleship *Suffolk* is Her Majesty's chief display of military might, stationed in the area between New London and the Cumbria Field to protect both civilian and commercial traffic from piracy and terrorist attacks.

Class	Dunkirk
Crew	Classified
Armament	Classified
Owner	Bretonia Armed Forces
Population	Bretonia Armed Forces
Ships for Sale	Bretonia Crusader Heavy Fighter

Thames Outpost

Bretonia Mining and Manufacturing staff and workers populate Thames Outpost. The Bretonia Armed Forces also keeps a small presence aboard in the face of possible raids by pirates or criminal groups such as the Mollys.

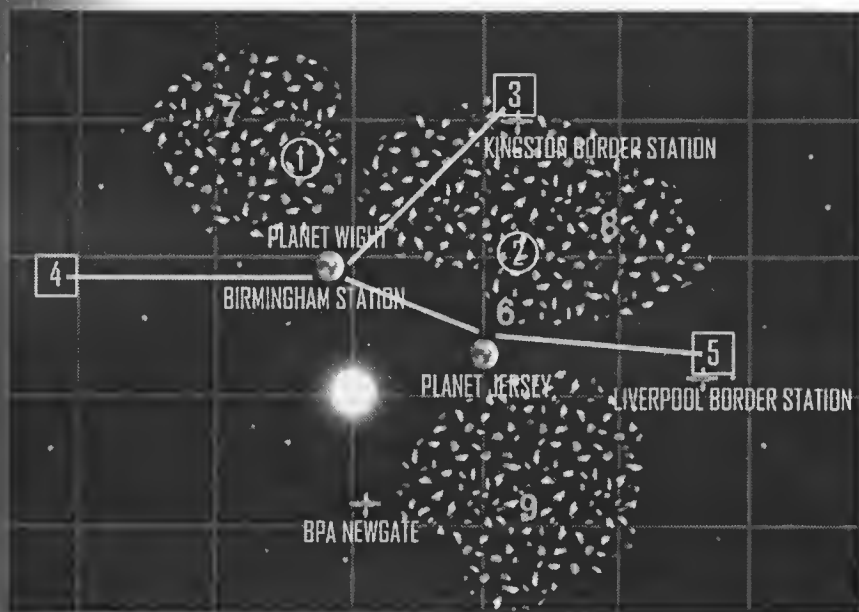
Class	Edmunds
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Bretonia Mining and Manufacturing
Population	250; BMM, Bretonia Armed Forces
Ships for Sale	None

Trafalgar Base

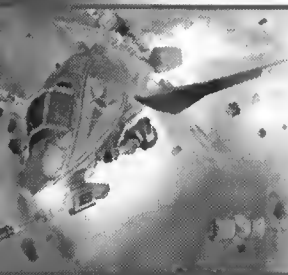
Trafalgar is a Junker base. Junkers are an itinerant population unaffiliated with any colony. Junkers salvage and then resell abandoned ships, equipment, and other scrap.

Class	Unknown
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	Junkers
Population	Junkers, Outcasts, Mollys
Ships for Sale	Corsair Legionnaire Light Fighter

Manchester System



- 1 Jump Hole to Leeds
- 2 Jump Hole to Magellan
- 3 Jump Gate to Cortez
- 4 Jump Gate to New London
- 5 Jump Gate to Magellan
- 6 Sheffield Station
- 7 Birmingham Ice Field
- 8 Sheffield North Ice Field
- 9 Sheffield South Ice Field



Settled Planets	None
Bases	Birmingham Station, Sheffield Station, BPA Newgate, Border Station <i>Liverpool</i> , Border Station <i>Kingston</i>
Corporations	Bretonia Mining and Manufacturing, Bounty Hunters Guild
Criminals	Mollys, Gaians, Lane Hackers, Outcasts
Produces	Polymers, Hydrocarbons, Terraforming Gases, Oxygen, Water
Random Mission Difficulty	B to I3

Birmingham Station

Birmingham Station is a sizeable ice-processing facility run by Bretonia Mining and Manufacturing (BMM). Frozen methane, hydrocarbons, and CO₂ are mined from the nearby ice asteroid fields, processed, and stored for shipment to destinations in Bretonia and Liberty.

Class	Wellington
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	BMM
Population	600; BMM
Ships for Sale	None

Sheffield Station

Several guilds and shipping companies have regional headquarters on Sheffield, including Border World Exports and Gateway Shipping. But the Bounty Hunters Guild administers the station, and its members keep the *BPA Newgate* prison filled to capacity.

Class	Zeus
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Bounty Hunters Guild
Population	2,000; Bounty Hunters Guild, Interspace Commerce, Bretonia Police Authority
Ships for Sale	Bounty Hunter Piranha Light Fighter

BPA *Newgate*

BPA *Newgate* is a high-security prison for inmates deemed too dangerous to house on inhabited planets—serial felons, terrorists, and escape artists. The *Newgate* is also system headquarters for the Bretonia Police Authority, and hosts more than a few Bounty Hunters.

Class	Whitechapel
Gravity	Complete
Docking	Restricted
Amenities	None
Owner	Bretonia Police Authority
Population	7,000: Bretonia Police Authority, Bounty Hunters Guild
Ships for Sale	None

Border Station *Liverpool*

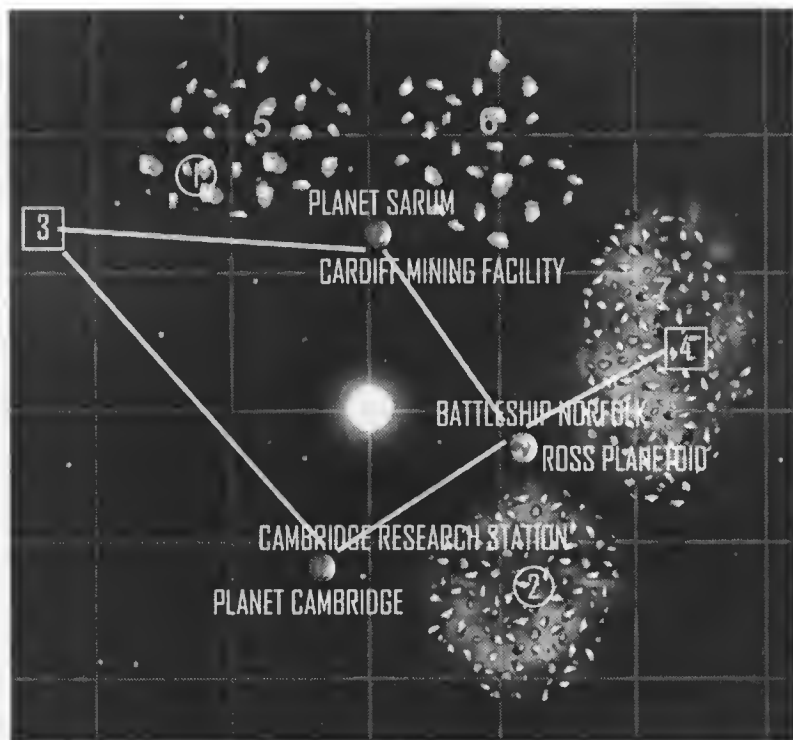
Border Station *Liverpool* is the local command center for the Bretonia Police Authority, tasked with suppressing the smugglers, pirates, and Lane Hackers who use local ice fields for cover.

Class	Eden
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Bretonia Police Authority
Population	150: Bretonia Police Authority
Ships for Sale	None

Border Station *Kingston*

The Bretonia Police Authority operates *Kingston* as a base for interdicting smugglers, pirates, and Lane Hackers operating in the Manchester system.

Class	Eden
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Bretonia Police Authority
Population	100: Bretonia Police Authority
Ships for Sale	None



Cambridge System

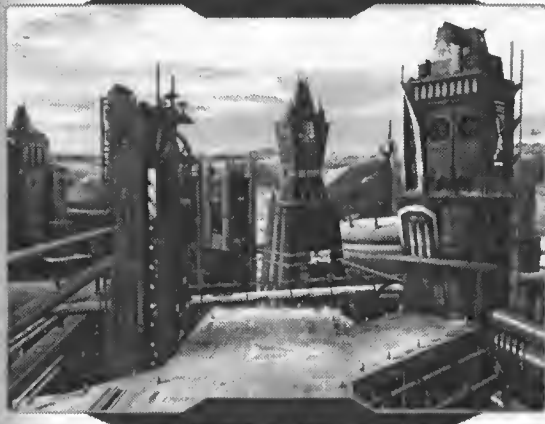
- 1 Jump Hole to New London
- 2 Jump Hole to Omega-5
- 3 Jump Gate to Cambridge
- 4 Jump Gate to Omega-3
- 5 New Castle Asteroid Field
- 6 Cardiff Asteroid Field
- 7 Kewick Ice Cloud
- 8 Grasmere Ice Cloud





Settled Planets	Cambridge
Bases	Cambridge Research Station, Cardiff Mining Facility, Battleship <i>Norfolk</i>
Corporations	Cryer Pharmaceuticals, Independent Miners Guild
Criminals	Corsairs
Produces	Food, Luxury Food, Pharmaceuticals, Beryllium
Random Mission Difficulty	6 to 10

Planet Cambridge



This lush green world is home to the Cambridge Research Institute—an institution devoted to pure scientific research. Bretonia's food shortages required the planetary regents to pair farmers with scientists to develop more bountiful crops, making Cambridge the primary food producer for Bretonia.

Diameter	10,723 km
Mass	5.11×10^{24} kg
Terrain	Terrestrial
Temperature	-49°C to 73°C
Escape Velocity	10.21 km/sec
Owner	Bretonia Police Authority
Population	Bretonia Police Authority, Border World Exports, Republican Shipping
Ships for Sale	Bretonia Cavalier Light Fighter, Bretonia Clydesdale Freighter, Bounty Hunter Piranha Light Fighter

Cambridge Research Station

Cambridge Research Station is part of a joint program between the Cambridge Research Institute and Cryer Pharmaceuticals. The station pursues a broad range of research.

Class	Eden
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	Cryer Pharmaceuticals
Population	350; Cryer Pharmaceuticals
Ships for Sale	None

Cardiff Mining Facility

Cardiff Mining Facility, run by the Independent Miners Guild (IMG), processes most of the Beryllium mined in Bretonia's asteroid fields. Gateway Shipping delivers the processed Beryllium to buyers.

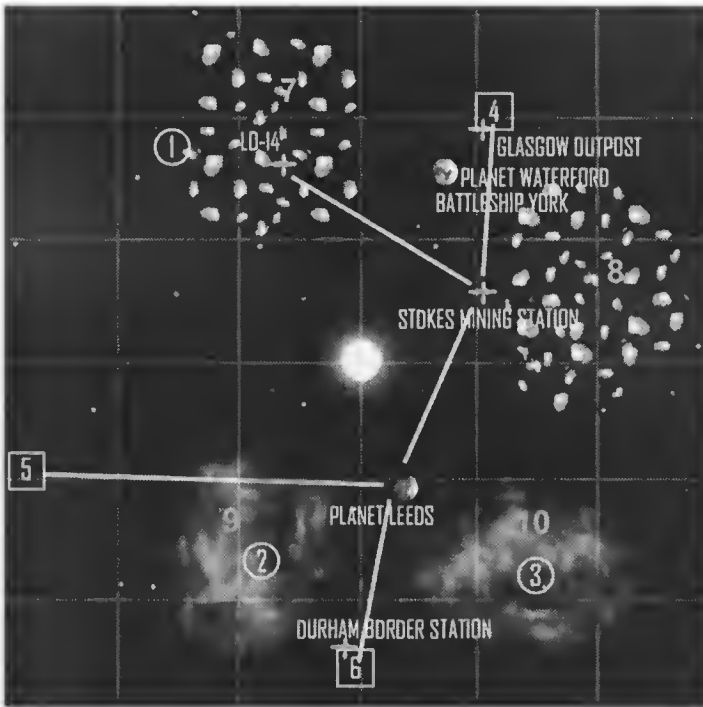
Class	Wellington
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	IMG
Population	500; IMG, Gateway Shipping
Ships for Sale	None

Battleship *Norfolk*

The Battleship *Norfolk* anchors the *Cambridge Line* of electronic surveillance satellites to suppress the chronic pirate and smuggling activity in the system.

Class	Dunkirk
Crew	Classified
Armament	Classified
Owner	Bretonia Armed Forces
Population	Bretonia Armed Forces
Ships for Sale	Bretonia Crusader Heavy Fighter

Leeds System



- 1 Jump Hole to Edinburgh

- 2 Jump Hole to Dublin

- 3 Jump Hole to Manchester

- 4 Jump Gate to Tau-31

- 5 Jump Gate to Edinburgh

- 6 Jump Gate to New London

- 7 LO-14 Uranium Asteroid Field

- 8 Stokes Asteroid Field

- 9 West Leeds Smog Cloud

- 10 East Leeds Smog Cloud

Settled Planets

Leeds

Bases

LO-14, Stokes Mining Station, Glasgow Outpost, Battleship York, Border Station *Durham*

Corporations

Border World Exports, Bretonia Mining and Manufacturing

Criminals

Mollys, Gaians, Outcasts

Produces

MOX, Mining Machinery, Construction Machinery, Light Arms, Hull Panels, Basic Alloys, Super Alloys, Terraforming Gases, Toxic Waste, Niobium

Random Mission Difficulty

6 to 10



Planet Leeds

Upon its belated settlement, Bretonia was short of raw materials. Leeds was quickly recognized as the system under Bretonian control that was richest in resources. Bretonia Mining and Manufacturing (BMM) operates the bulk of the planetside mining, smelting, and manufacturing facilities, while Border World Exports handles transportation of finished goods throughout Bretonia.



Diameter	10,723 km
Mass	5.11×10^{24} kg
Terrain	Terrestrial
Temperature	-30°C to 63°C
Escape Velocity	9.21 km/sec
Owner	Bretonia Police Authority
Population	Bretonia Police Authority, BMM, Border World Exports, Kusari Shippers
Ships for Sale	Bretonia Cavalier Light Fighter, Bretonia Clydesdale Freighter, Bounty Hunter Piranha Light Fighter

LD-14

The LD-14 Uranium Processing Center provides the bulk of dangerous mixed-oxide fuels (MOX) to the rest of the colonies, a key source of revenue for the Bretonian government.

Class	Wellington
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	Bretonia Armed Forces
Population	B00: Bretonia Armed Forces, Bretonia Mining and Manufacturing
Ships for Sale	None

Stokes Mining Station

Stokes Mining Station, run by Bretonia Mining and Manufacturing (BMM), is the largest orbital facility in all of Bretonia. Representatives from Kusari shipping companies are also present on Stokes, negotiating for the basic materials required to fuel their own industries.

Class	Wellington
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	BMM
Population	B00: BMM, Kusari Shippers
Ships for Sale	None

Glasgow Outpost

Glasgow Outpost is the headquarters for Border World Exports (Bowex), a very large, very old, shipping conglomerate. Bowex, the leading Bretonian shipping concern, handles most of the shipping in and around Leeds space.

Class	Atkinson
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	Bowex
Population	950: Bowex, Interspace Commerce
Ships for Sale	None

Battleship York

The Battleship *York* is stationed off Leeds primarily to provide security for the LD-14 Uranium Processing Center, but also to patrol the neighboring Tau-31 system for criminal activity.

Class	Victoria
Crew	Classified
Armament	Classified
Owner	Bretonia Armed Forces
Population	Bretonia Armed Forces
Ships for Sale	Bretonia Crusader Heavy Fighter

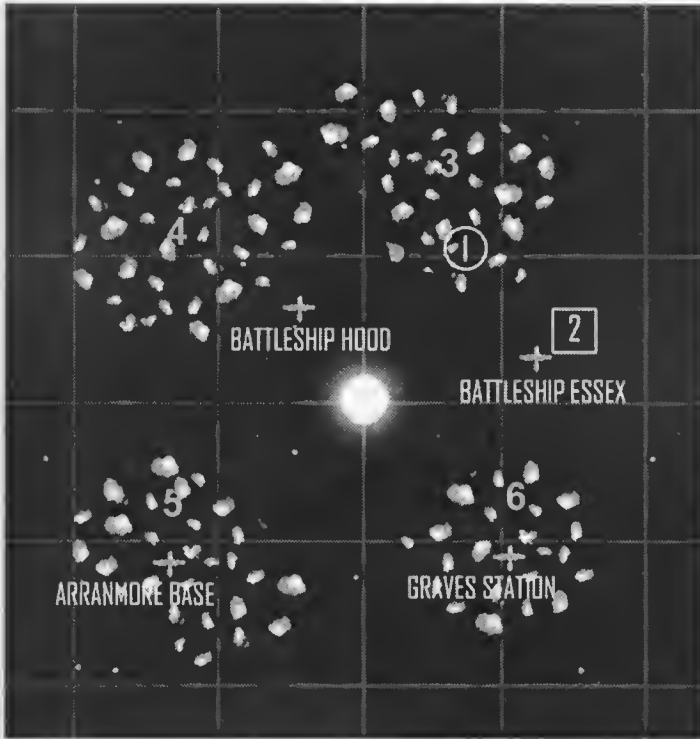
Border Station Durham

Durham is the main base of operations for the Bretonia Police Authority in Leeds, responsible for ending the piracy and drug-trafficking conducted under cover of the substantial smog clouds in the system.

Class	Eden
Gravity	Complete
Docking	Yes
Amenities	Yes
Population	250
Owner	Bretonia Police Authority
Population	Bretonia Police Authority
Ships for Sale	None

Dublin System

- 1 Jump Hole to New London
- 2 Jump Gate to New London
- 3 Independent Gold Field
- 4 Hood Asteroid Field
- 5 Molly Asteroid Field
- 6 BMM Gold Field



Settled Planets	None
Bases	Graves Station, Battleship Hood, Battleship Essex, Mining Station <i>Glorious</i> , Arranmore Base
Corporations	Bretonia Mining and Manufacturing, Independent Miners Guild
Criminals	Mollys
Produces	Gold
Random Mission Difficulty	8 to 13



Graves Station

Bretonia Mining and Manufacturing (BMM) owns Graves, which produces the bulk of all gold mined in the colony. A contingent from the Bretonia Police Authority patrols aboard, to provide security against mounting attacks by the Mollys.

Class	Wellington
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	BMM
Population	900; BMM, Bretonia Police Authority
Ships for Sale	None

Battleship Hood

The *Hood* was an abandoned hulk until it was re-pressurized by a few enterprising members of the Independent Miners Guild (IMG) looking to make a fast buck. The *Hood* is now a floating bazaar where the Mollys come to trade, usually paying in gold.

Class	Victoria
Owner	IMG
Population	IMG, Mollys
Ships for Sale	Bretonia Cavalier Light Fighter

Battleship *Essex*

Home to the Bretonia Armed Forces in Dublin, the *Essex* scans all ships that pass through, looking for gold smuggled from Bretonia Mining and Manufacturing (BMM) operations.

Class	Dunkirk
Crew	Classified
Armament	Classified
Owner	Bretonia Armed Forces
Population	Bretonia Armed Forces
Ships for Sale	None

Arranmore Base

Arranmore is a Mollys base. The Mollys are a separatist group committed to freeing the Dublin system from Bretonian rule through violent attacks on civilian, commercial, and military targets.

NOTE >>>

You'll visit Mining Station Glorious in the Dublin system during the story missions. It serves as an important meeting place during the campaign, and a "pit stop" between difficult battles.



Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Limited
Owner	Mollys
Population	Mollys
Ships for Sale	Pirate Wolfhound Heavy Fighter



Edinburgh System

- 1 Jump Hole to Tau-3I
- 2 Jump Hole to Leeds
- 3 Jump Gate to Leeds
- 4 Arran Ice Cloud
- 5 Islay Ice Cloud
- 6 Tain Asteroid Field

Settled Planets	None
Bases	Perth Station, Luxury Liner <i>Shetland</i> , Border Station Aberdeen, Islay Base
Corporations	Orbital Spa and Cruise Lines, Planetform, Inc.
Criminals	Gaians, Outcasts
Produces	Water, Oxygen
Random Mission Difficulty	8 to 13

Perth Station

Perth Station is owned and operated by Planetform, Inc., as a base for the arduous and (they hope) lucrative process of terraforming Planet Ayr. This operation is under almost constant attack by Gaian eco-terrorists, despite increased protection from the Bretonian government.

Class	Eden
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Planetform, Inc.
Population	450; Planetform, Inc.
Ships for Sale	None

Luxury Liner *Shetland*

Owned and operated by Orbital Spa and Cruise Lines, the *Shetland* is a moveable feast for the rich and those who serve them. For those tired of the ship's gourmet restaurants and shopping arcades, guides aboard the *Shetland* offer tours of the protected preserve of Gaia.

Class	Wilde
Amenities	Yes
Owner	Orbital Spa and Cruise Lines
Population	500; Orbital Spa and Cruise Lines. Outcasts
Ships for Sale	None

KUSARI

As the sleeper ship *Kusari* approached the Sirius Sector, the pilots looked for evidence of high percentages of water. One interesting area, lying near a blue nebula, was composed of relatively young stars, and the crew found two planets promising high levels of water and oxygen. They made landfall on the one they called *New Tokyo*, five years after the arrival of the *Liberty*. They gradually discovered that the New Tokyo system had plenty of water, but lacked land. A culture that had left its cramped homeland far behind had to accept a cruel twist of fate once again, on the other side of the universe.

This section covers the star systems, planets, and bases within Kusari space. Exploration of Kusari will reveal unexpected allies in the story missions, and aspiring freelancers can find challenging random missions and profitable cargo runs throughout the area.

Border Station *Aberdeen*

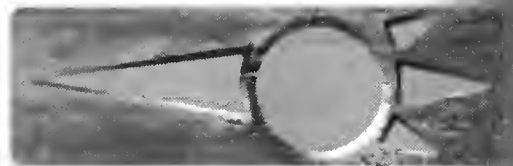
Aberdeen is on constant watch for contraband runners and eco-terrorists. It is an official facility, operated and staffed by the Bretonia Police Authority.

Class	Eden
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Bretonia Police Authority
Population	100; Bretonia Police Authority
Ships for Sale	None

Islay Base

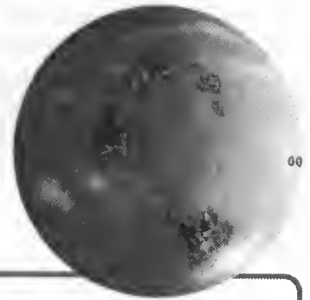
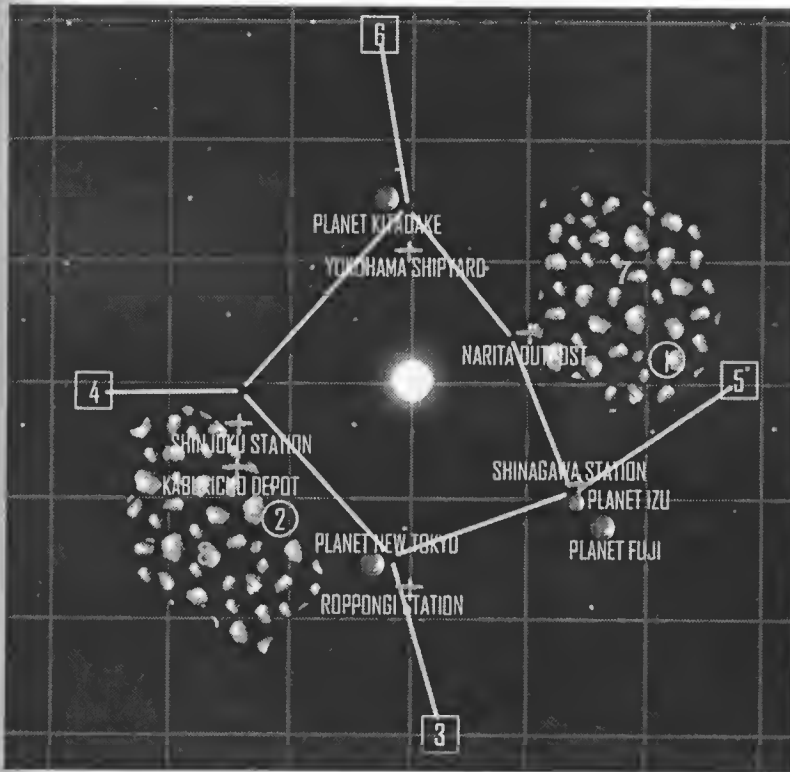
Islay is the key base of the Gaians, a terrorist faction opposed to any alteration to the natural environment of planets, specifically through terraforming.

Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Gaians
Population	Gaians
Ships for Sale	None



New Tokyo System

- 1 Jump Hole to Honshu
- 2 Jump Hole to Kyushu
- 3 Jump Gate to Shikoku
- 4 Jump Gate to Kyushu
- 5 Jump Gate to Honshu
- 6 Jump Gate to Hokkaido
- 7 Chiba Field
- 8 Kanto Field



Settled Planets	New Tokyo
Bases	Shinjuku Station, Shinagawa Station, Roppongi Station, Narita Outpost, Yokohama Shipyard, Kabukicho Depot
Corporations	Samura Industries, Kishiro Technologies, Interspace Commerce
Criminals	Hogosha, Blood Dragons, Golden Chrysanthemums
Produces	Optical Chips, Oxygen, Water, Toxic Waste
Random Mission Difficulty	10 to 15



Planet New Tokyo

New Tokyo is the capital of the Kusari Empire and, with nearly two hundred million people clinging to its scattered islands, its most populous planet. Despite—or perhaps because of—this crowding, New Tokyo is a vibrant world, with some of the most advanced technology in the colonies.

Diameter	14,802 km
Mass	6.01×10^{24} kg
Terrain	Archipelago
Temperature	-35°C to 39°C
Escape Velocity	12.01 km/sec
Owner	Kusari State Police

Population	Kusari State Police, Kishiro Technologies, Kusari Naval Forces
Ships for Sale	Kusari Drone Freighter, Kusari Drake Light Fighter, Bounty Hunter Barracuda Heavy Fighter

Shinjuku Station

Shinjuku Station is the corporate headquarters of Samura Industries, the oldest of the *keiretsu*—vast corporate networks—in the Kusari Empire.

Class	Nobunaga
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Samura Industries
Population	3,000; Samura Industries
Ships for Sale	None

Shinagawa Station

Shinagawa Station is the headquarters for Kishiro, one of the two largest *keiretsu* in Kusari. While not as politically connected as its primary competitor, Samura, Kishiro has profited from focusing its efforts on cutting-edge technology.

Class	Mifune
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	Kishiro Technologies
Population	2,000; Kishiro Technologies
Ships for Sale	None

Roppongi Station

Roppongi has become home largely to elite expatriates from New York and New London who have long-term business to conduct in Kusari. Interspace Commerce (IC) maintains an office on board to oversee its interests in the system.

Class	Akebono
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	IC
Population	4,000; IC, Deep Space Engineering, Universal Shipping, Golden Chrysanthemums
Ships for Sale	None

Narita Outpost

Narita Outpost was constructed to serve as the receiving terminal for all foreign shipments to New Tokyo. It is also the Kusari base of operations for the major foreign shipping firms, primarily Republican Shipping, Border World Exports, and Gateway Shipping.

Class	Mifune
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	N/A
Population	5,000; Republican Shipping, Border World Exports, Gateway Shipping
Ships for Sale	None

Yokohama Shipyard

Yokohama Shipyards was the first orbital construction facility in Kusari. While Samura has been forced to cede the construction of gas transports and mining stations to archrival Kishiro, Yokohama still does a bustling business building large orbital habitats to house the overflowing New Tokyo population and servicing the ships of the Kusari Navy.

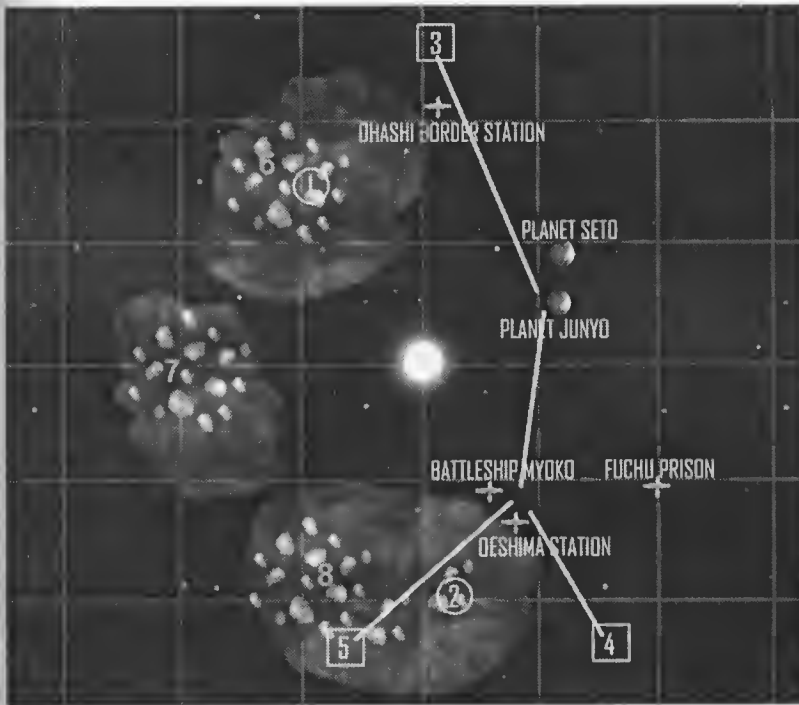
Class	Oklnawa
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	Samura Industries
Population	2,000, 9,000; Samura Industries, Kusari Naval Forces
Ships for Sale	None

Kabukicho Depot

Kabukicho is a Hogosha base. The Hogosha make up a quasi-legal organization that ostensibly exists to promote the “welfare and prosperity of the Kusari people.”

Class	Musashi
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Hogosha
Population	Hogosha
Ships for Sale	None

Shikoku System



- 1 Jump Hole to Kyustu
- 2 Jump Hole to Galileo
- 3 Jump Gate to New Tokyo
- 4 Jump Gate to Galileo
- 5 Jump Gate to Kepler
- 6 Saiun Cloud
- 7 Shiun Cloud
- 8 Keiun Cloud



Settled Planets	Junyo
Bases	Deshima Station, Fuchu Prison, Battleship <i>Myoko</i> , Dhashi Border Station
Corporations	Samura Industries, Kishiro Technologies, Bounty Hunters Guild, Synth Foods
Criminals	Blood Dragons, Golden Chrysanthemums
Produces	Food, Luxury Food, Consumer Goods, Hydrocarbons
Random Mission Difficulty	13 to 17

Planet Junyo

Junyo is covered almost entirely by a deep ocean that remains unfrozen across the planet's entire surface due to the young, hot Shikoku sun. While the Kusari government initially dismissed development here as infeasible, the impending collapse of fisheries throughout Kusari motivated the government to begin terraforming the planet, using recently discovered alien organisms in order to jump-start the nascent ecology.

Diameter	5,280 km
Mass	3.89×10^{24} kg
Terrain	Water
Temperature	4°C to 46°C
Escape Velocity	8.83 km/sec
Owner	Samura Industries
Population	Samura Industries
Ships for Sale	Kusari Drone Freighter

Deshima Station

Entry requirements for the New Tokyo system were initially very strict. As a result, the Shikoku system became home to a large band of itinerant foreigners. Deshima Station was constructed in

350 A.S. to house this population. Despite the significant relaxation of New Tokyo entry requirements, it still serves as a way station.

Class	Akebono
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Freelancers
Population	7,000; Bounty Hunters Guild. Kishiro Technologies, Synth Foods
Ships for Sale	None

Fuchu Prison

Originally situated in the New Tokyo system, Fuchu Prison was moved to the Shikoku system in 600 A.S. to handle the burgeoning foreign criminal element that was plaguing the area. Inmates are routinely put to work in hydrocarbon mines and on the Junyo fishing platforms.

Class	Mifune
Gravity	Complete
Docking	Yes
Amenities	No
Owner	Kusari State Police
Population	6,000; Kusari State Police
Ships for Sale	None

Battleship *Myoko*

One of the first ships constructed for the Kusari Navy by Samura, the venerable Battleship *Myoko* is still in service. It is currently deployed in the Shikoku system to help stem the growing tide of piracy from the Independent Worlds.

Class	Sekigahara
Crew	Classified
Armament	Classified
Owner	Kusari Naval Forces
Population	Kusari Naval Forces
Ships for Sale	Kusari Dragon Heavy Fighter

Ohashi Border Station

Originally constructed to process all requests by foreigners for entry into the New Tokyo system, Ohashi Station has become a base of operations for the Kusari State Police, which patrols the area in an effort to suppress the activities of the Blood Dragons.

Class	Mifune
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Kusari State Police
Population	175; Kusari State Police
Ships for Sale	None



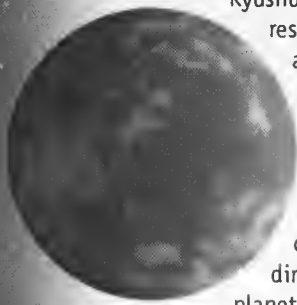
Kyushu System

- 1 Jump Hole to Hokkaido
- 2 Jump Hole to New Tokyo
- 3 Jump Hole to Shikoku
- 4 Jump Hole to Tau-23
- 5 Jump Gate to New Tokyo
- 6 Jump Gate to Tau-29
- 7 Seiran Dust Cloud
- 8 Ohka Dust Field
- 9 Hayate Dust Field



Settled Planets	Kyushu
Bases	Tsushima Depot, Nansei Research Complex, Battleship <i>Nogumo</i> , Kagoshima Depot
Corporations	Samura Industries
Criminals	Blood Dragons, Golden Chrysanthemums, Farmers Alliance
Produces	Food, Polymers
Random Mission Difficulty	13 to 17

Planet Kyushu



Kyushu has few appreciable mineral resources, but does possess arable land and an ideal climate for rice farming. While the independent farmers of Kyushu provided much of the basic food for New Tokyo for over three centuries, a recent Shogunate directive to further develop the planet has resulted in Samura

assuming control, under government contract.

Diameter	13,820 km
Mass	5.98×10^{24} kg
Terrain	Terrestrial
Temperature	-38°C to 40°C
Escape Velocity	11.99 km/sec
Owner	Kusari State Police
Population	Kusari State Police, Samura Industries, Kusari Naval Forces, Farmers Alliance

Ships for Sale	Civilian Hawk Light Fighter, Kusari Drake Light Fighter, Bounty Hunter Barracuda Heavy Fighter
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Tsushima Depot

Tsushima Depot is the start of a vertically integrated chain completely owned and operated by Samura. Hydrocarbons imported from the Shikoku system are processed into polymers here and then shipped to Samura's shipyards and manufacturing plants in New Tokyo.



Class	Nobunaga
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	Samura Industries
Population	250; Samura Industries
Ships for Sale	None

Nansei Research Complex

The Nansei Complex is a cutting-edge Samura facility for the development of antimatter technology, in conjunction with the Kusari Navy. The Battleship *Nogumo* maintains a careful eye on the complex.

Class	Amaterasu
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Kusari Naval Forces
Population	650; Kusari Naval Forces, Samura Industries

Ships for Sale	None
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Battleship *Nogumo*

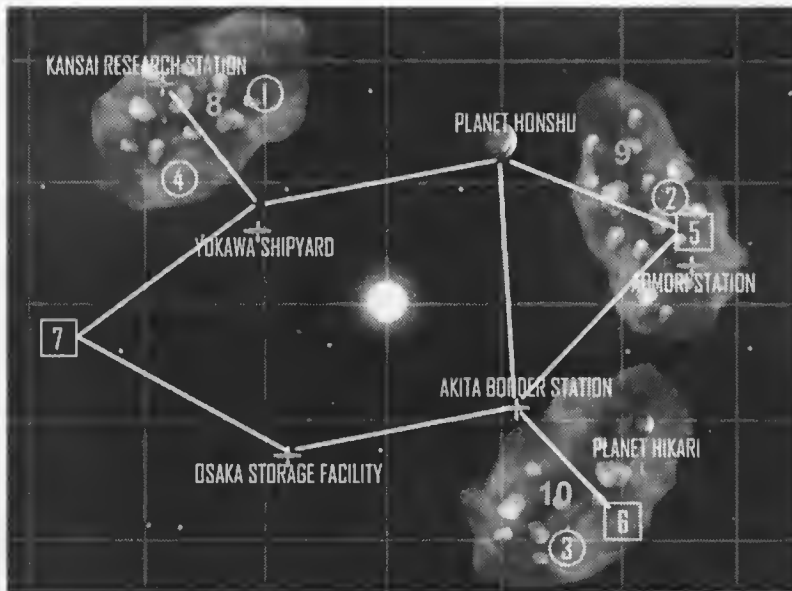
The Battleship *Nogumo* was constructed as part of the recent Kusari emphasis on military development. The *Nogumo* was initially a strategic deterrent against criminal intrusion from the neighboring Border Worlds. Its mission has since been expanded to include protecting the Nansei Research Complex and preventing incursions by Blood Dragons.

Class	Meiji
Crew	Classified
Armament	Classified
Owner	Kusari Naval Forces
Population	Kusari Naval Forces
Ships for Sale	Kusari Dragon Heavy Fighter

Kagoshima Depot

This depot is a base for the Farmers Alliance, a Kusari political organization formed to lobby for government agriculture subsidies and for restrictions on the importation of foreign food.

Class	Musashi
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	Farmers Alliance
Population	Farmers Alliance
Ships for Sale	None



Honshu System

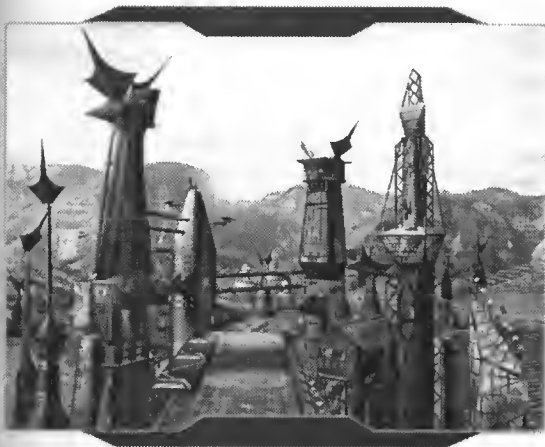
- 1 Jump Hole to Chugoku
- 2 Jump Hole to Sigma-19
- 3 Jump Hole to Sigma-13
- 4 Jump Hole to New Tokyo
- 5 Jump Gate to Sigma-19
- 6 Jump Gate to Sigma-13
- 7 Jump Gate to New Tokyo
- 8 Hiyo Cloud
- 9 Chuyu Cloud
- 10 Hiryo Cloud

Settled Planets	Honshu
Bases	Aomori Station, Osaka Storage Facility, Kansai Research Station, Yukawa Shipyard, Akita Border Station
Corporations	Kishiro Technologies, Samura Industries, Gas Miner's Guild
Criminals	Blood Dragons, Farmers Alliance, Corsairs, Outcasts
Produces	Engine Components, Construction Machinery, Optronics, H-Fuel
Random Mission Difficulty	13 to 17

Planet Honshu

The first Kusari colony established after the settlement of New Tokyo, Honshu is mostly covered in water, with few sizable landmasses. The first settlers struggled for several centuries before a catastrophic decline in ocean harvesting forced most of the inhabitants to turn their attentions to the nearby Crow Nebula and its bountiful gas resources.

Diameter	15,201 km
Mass	6.12×10^{24} kg
Terrain	Archipelago
Temperature	-52°C to 40°C
Escape Velocity	12.02 km/sec
Owner	Kusari State Police
Population	Kusari State Police, Kishiro Technologies, Kusari Naval Forces, Gas Mining Guild
Ships for Sale	Civilian Hawk Light Fighter, Kusari Drake Light Fighter, Bounty Hunter Barracuda Heavy Fighter



Aomori Station

Aomori Station is the major outpost of the Gas Mining Guild (GMG) in Kusari space. It was built as an equipment depot for Honshu miners working the lucrative oceans of gas in the Crow Nebula.

Class	Akebono
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	GMG
Population	550; GMG
Ships for Sale	None

Osaka Storage Facility

The Osaka Storage Facility is the largest structure of its type in the entire sector. GMG fuel shipments from the Crow Nebula are stored here for transportation to distribution points in the other colonies by foreign shipping companies.

Class	Akebono
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	Samura Industries
Population	200; Samura Industries, GMG, Foreign Shippers (i.e. Border World Exports, Gateway Shipping)
Ships for Sale	None

Kansai Research Station

A technology incubator formed as a joint project between Kishiro and the Kusari Navy, Kansai Station is tasked with developing new shielding and scanning technology, specifically to deal with the often treacherous conditions found inside the gas nebulae scattered throughout Kusari space.

Class	Mifune
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Kusari Naval Forces
Population	450; Kusari Naval Forces, Kishiro Technologies
Ships for Sale	None

Yukawa Shipyard

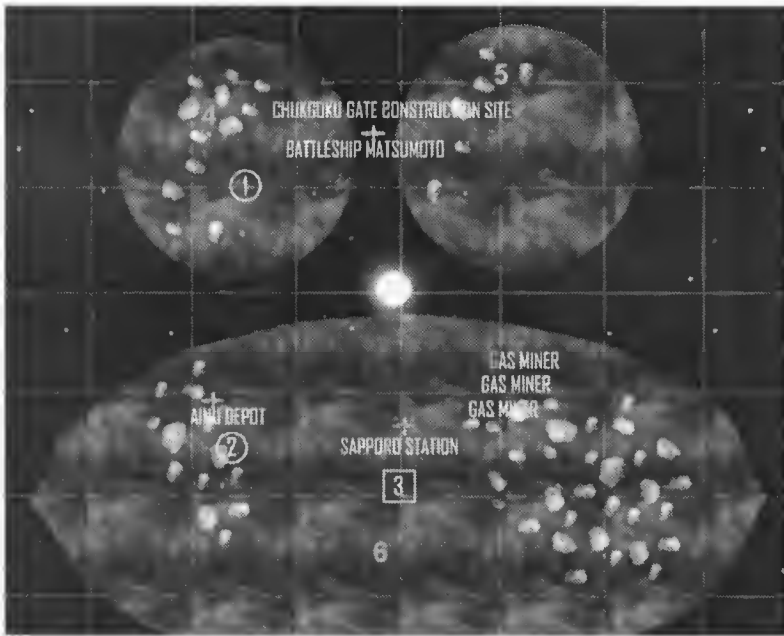
The Yukawa Shipyard is the primary ship construction facility for Kishiro. Kishiro constructs ships for the commercial and civilian markets in general, and has become chief supplier of ships and equipment to the Gas Mining Guild (GMG) in particular.

Class	Chiba
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	Kishiro Technologies
Population	7,000; Kishiro Technologies
Ships for Sale	None

Akita Border Station

Akita Station is the primary enclave of the Kusari State Police in the Honshu system. It's tasked with interdicting pirates and smugglers entering Kusari space from the lawless Border Worlds through the Hiryo Cloud.

Class	Mifune
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Kusari State Police
Population	100; Kusari State Police
Ships for Sale	None



Hokkaido System

- 1 Jump Hole to Chugoku
- 2 Jump Hole to Kyushu
- 3 Jump Gate to New Tokyo
- 4 Kayo Cloud
- 5 Unyo Cloud
- 6 Shiden Cloud



Settled Planets	None
Bases	Sapporo Station, Chugoku Gate Construction Site, Battleship <i>Matsumoto</i> , Ainu Depot
Corporations	Samura Industries, Deep Space Engineering
Criminals	Blood Dragons, Golden Chrysanthemums
Produces	H-Fuel
Random Mission Difficulty	15 to 19

Sapporo Station

Constructed by Samura after the completion of the jump gate linking Hokkaido and New Tokyo, Sapporo Station was intended to act as a local base from which Samura could survey the surrounding systems for mineral resources. Now, however, it houses officials from Deep Space Engineering and Universal Shipping, while providing support for the Kusari State Police.

Class	Mifune
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Kusari State Police
Population	200: Kusari State Police, Samura Industries
Ships for Sale	None

Chugoku Gate Construction Site

The jump gate linking Hokkaido to Chugoku is part of a controversial construction project intended to open the recently discovered mineral riches of the Chugoku system to exploitation by Kusari business interests. Despite the large military presence, however, the Chugoku Gate is a favorite target of the Blood Dragons.

Owner	Deep Space Engineering
Population	Deep Space Engineering, Ageria Technologies, Universal Shipping
Ships for Sale	None

Battleship *Matsumoto*

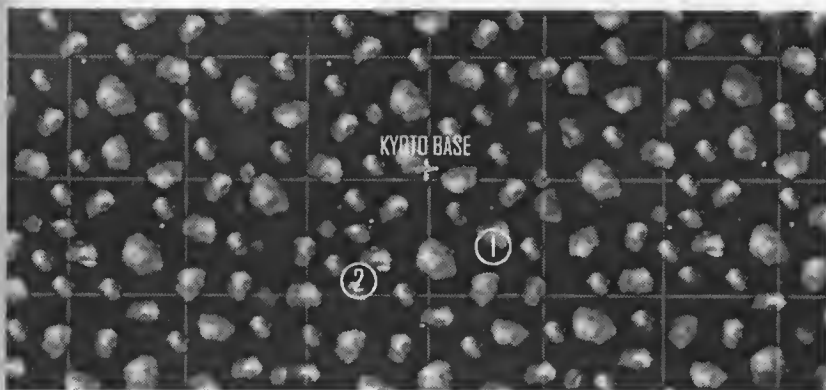
The Battleship *Matsumoto* is one of the newest, most advanced ships in the Kusari Navy. The ship has been deployed to the Hokkaido system to provide protection for crews involved in the construction of jump gates.

Class	Genji
Crew	Classified
Armament	Classified
Owner	Kusari Naval Forces
Population	Kusari Naval Forces
Ships for Sale	None

Ainu Depot

This depot is a base for the Golden Chrysanthemum organization, a terrorist group dedicated to the overthrow of the Kusari government and the institution of a matriarchy.

Class	Unknown
Gravity	Partial
Docking	Yes
Amenities	Unknown
Owner	Golden Chrysanthemums
Population	Golden Chrysanthemums, Blood Dragons
Ships for Sale	None



Chugoku System

- 1 Jump Hole to Tohoku
- 2 Jump Hole to Hokkaido



Settled Planets	None
Bases	Kyoto Base
Corporations	None
Criminals	Blood Dragons
Produces	Nothing

Kyoto Base

Kyoto is a difficult-to-find Blood Dragon base. The Dragons offer the fine Stiletto Heavy Fighter for pilots looking to upgrade.

Class	Unknown
Gravity	Partial
Docking	Yes
Amenities	Unknown
Owner	Blood Dragons
Population	Blood Dragons
Ships for Sale	Civillian Hawk Light Fighterr

NOTE >>>

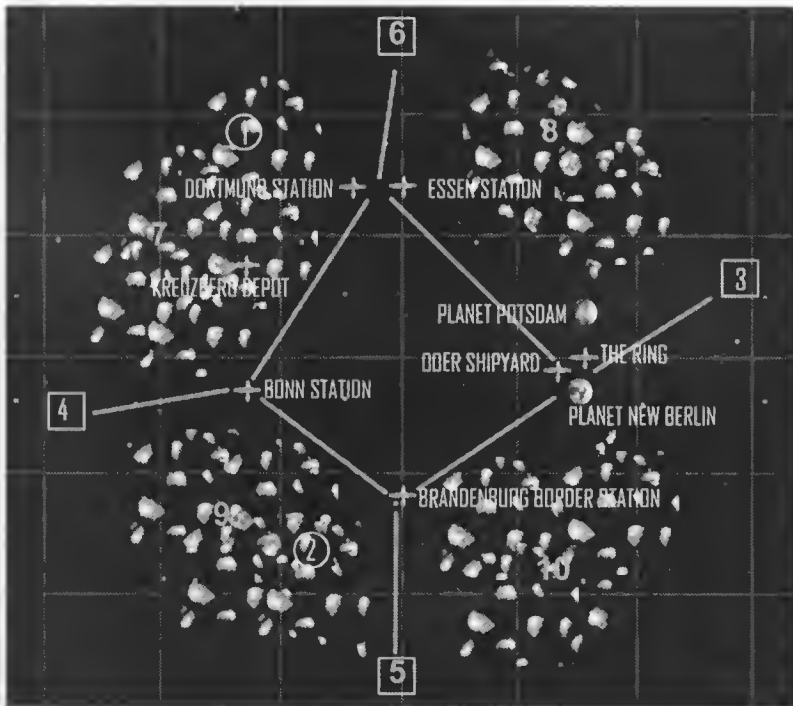
The Chugoku system features a special jump hole into Tohoku. It's a system featured in the story-based missions that includes two bases, Ryuku, controlled by the Blood Dragons, and Heaven's Gate, controlled by Governor Tekogi.



RHEINLAND

Two years before its arrival in the Sirius Sector, the captain of the *Rheinland* was awakened from hypersleep to begin preparations for planetfall. He and his officers spent weeks studying the long-range sensor logs in an effort to determine the best location for their new home. Much to their surprise, the Rheinlander officers found that the *Liberty* already had arrived in the sector, and had made planetfall within a clutch of worlds near the center. The officers decided to give the *Liberty* colonists their space, as it were, and instead concentrated on an area close to the Walker Nebula and rich in natural resources.

This section covers the star systems, planets, and bases within Rheinland space. Rheinland is the toughest area of the four major houses. Those looking for an even greater challenge should proceed into the Border and Edge worlds that surround the Sirius Sector.



New Berlin System

- 1 Jump Hole to Hamburg
- 2 Jump Hole to Dresden
- 3 Jump Gate to Frankfurt
- 4 Jump Gate to Stuttgart
- 5 Jump Gate to Dresden
- 6 Jump Gate to Hamburg
- 7 Ruhrfeld
- 8 Aachenfeld
- 9 Saarfeld
- 10 Harzfeld



Settled Planets	New Berlin
Bases	The Ring, Dortmund Station, Essen Station, Bonn Station, Oder Shipyards, Brandenburg Border Station, Kreuzberg Depot
Corporations	Daumann Heavy Construction, Kruger Minerals, ALG Waste Disposal, Republican Shipping, Interspace Commerce
Criminals	Red Hessians, Bundschuh, Unioners, LWB, Junkers
Produces	MDX, Consumer Goods, Engine Components, Construction Machinery, Mining Machinery, Basic Alloys, High-Temperature Alloys, Toxic Waste, Oxygen, Water, Ship Hull Panels
Random Mission Difficulty	17 to 21



Planet New Berlin

On New Berlin, the capitol of Rheinland, day and night each last for nearly a standard year, with the nightside of the planet being plunged into frigid, bitter winter, and the dayside a more temperate summer, in which temperatures hover above the freezing point.

Diameter	18,207 km
Mass	7.11×10^{24} kg
Terrain	Ice
Temperature	-73°C to 1°C
Escape Velocity	14.22 km/sec
Owner	Rheinland Federal Police
Population	Rheinland Federal Police, Rheinland Military, Republican Shipping, Universal Shipping
Ships for Sale	Rheinland Banshee Light Fighter, Civilian Falcon Heavy Fighter, Rheinland Humpback Freighter

The Ring

The Ring, probably the most recognizable symbol of Rheinland, is a source of great pride among its people. The Ring is a single, massive complex that produces vital components for Rheinland industry.

Class	Special
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	Daumann Heavy Construction
Population	9,000; Daumann Heavy Construction, Republican Shipping
Ships for Sale	None

Dortmund Station

Dortmund Station is the primary processing facility for ALG Waste Disposal, one of the great Rheinland success stories and a leader in the field of waste disposal. Today ALG is expanding into the re-melting of Scrap Metal and Toxic Waste to produce Alloys and MOX (mixed-oxide fuels).

Class	Abbey
Gravity	Partial
Docking	Yes



Amenities	Yes
Owner	ALG Waste Disposal
Population	2,000; ALG Waste Disposal, Kruger Minerals, Universal Shipping, Junkers
Ships for Sale	None

Essen Station

Essen Station is the headquarters and primary manufacturing facility for Kruger Minerals, a once-proud company experiencing hard times. Today Kruger is attempting to rebuild by allying itself with ALG Waste Disposal.

Class	Abbey
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	Kruger Minerals
Population	2,000; Kruger Minerals, Republican Shipping
Ships for Sale	None

Bonn Station

Bonn Station was constructed soon after agreements had been reached with Liberty regarding the disposition of trade lanes and jump gates in sovereign Rheinland space, providing a headquarters for Interspace Commerce (IC) to oversee the transition of the jump gates and trade lanes to national control.

Class	Cathedral
Gravity	Complete
Docking	Yes

Amenities	Yes
Owner	IC
Population	3,000; IC, Border World Exports, Gateway Shipping
Ships for Sale	None

Oder Shipyards

One of the first large-scale projects undertaken by Daumann Heavy Construction, the Oder Shipyards is the largest in the Sirius Sector.

Class	Mosel
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	Rheinland Military
Population	11,000; Rheinland Military, Daumann Heavy Construction
Ships for Sale	None

Brandenburg Border Station

Brandenburg Station is the local command center for the Rheinland Federal Police. With no substantial

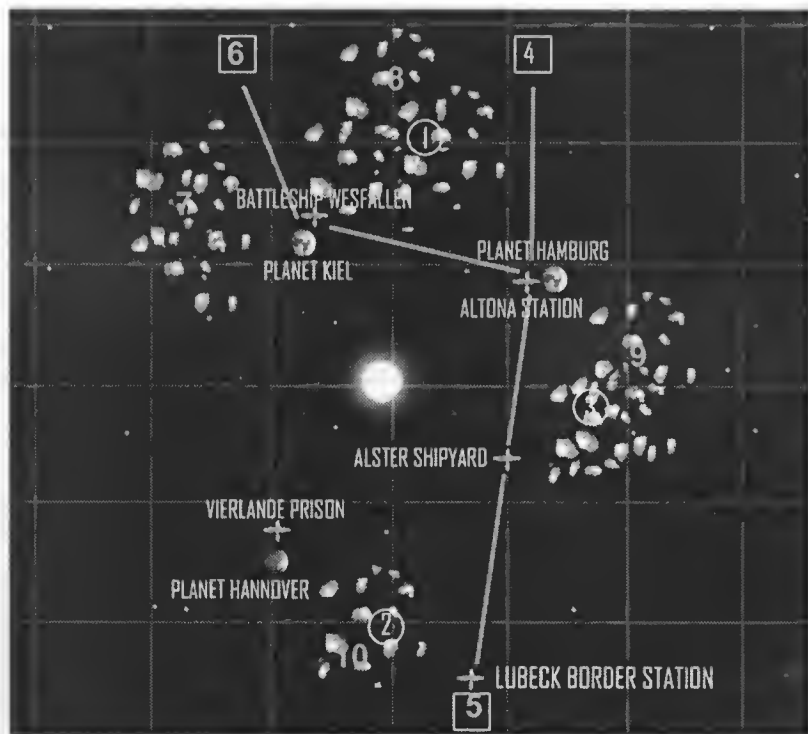
military presence, it falls to the Federal Police to handle Red Hessian attacks against trade lane traffic.

Class	Chapel
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Rheinland Federal Police
Population	250; Rheinland Federal Police
Ships for Sale	None

Kreuzberg Depot

Kreuzberg is a Junker base. Junkers, an itinerant population unaffiliated with any colony, salvage and resell abandoned ships, equipment, and other scrap.

Class	Unknown
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	Junkers
Population	Junkers, Red Hessians, Unioners
Ships for Sale	None

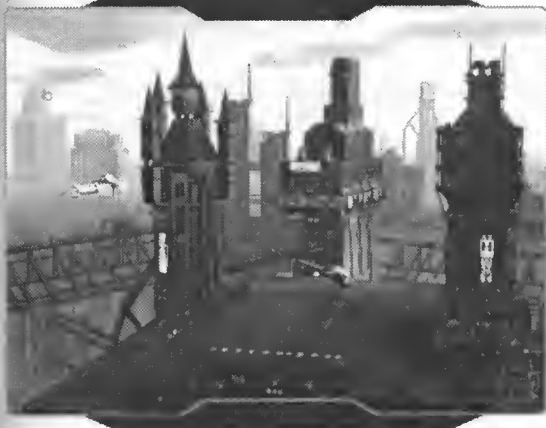


Hamburg System

- 1 Jump Hole to Bering
- 2 Jump Hole to New Berlin
- 3 Jump Hole to Frankfurt
- 4 Jump Gate to Bering
- 5 Jump Gate to New Berlin
- 6 Jump Gate to Hudson
- 7 Kielfeld
- 8 Nordheide
- 9 Alsterfeld
- 10 Südheide

Settled Planets	Hamburg
Bases	Altona Station, Alster Shipyard, Vierlande Prison, Battleship <i>Westfalen</i> , Lubeck Border Station
Corporations	Republican Shipping
Criminals	Red Hessians, Unioners, Bundschuh, Junkers
Produces	Oxygen, Water, Toxic Waste
Random Mission Difficulty	17 to 21

Planet Hamburg



Despite its forbidding cold, and gray skies, Hamburg is a cosmopolitan environment of suits, traders, dockworkers, security, and freelancers.

Diameter	13,552 km
Mass	6.00×10^{24} kg
Terrain	Ice
Temperature	-62°C to 8°C
Escape Velocity	11.99 km/sec
Owner	Rheinland Federal Police
Population	Rheinland Federal Police, Bounty Hunters Guild, Republican Shipping, Unioners
Ships for Sale	Rheinland Banshee Light Fighter, Civilian Falcon Heavy Fighter, Rheinland Humpback Freighter

Altona Station

Altona Station is the primary point of contact between Republican Shipping and other foreign shipping concerns. Altona has become substantially less busy as Liberty shipping companies have begun shipping food directly from the Stuttgart system to Liberty.

Class	Cathedral
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Republican Shipping
Population	750; Republican Shipping
Ships for Sale	None

Alster Shipyard

Constructed by Republican Shipping, the Alster Shipyard specializes in the construction of freight ships and transports. Alster is best known, however, as the birthplace of the Unioner movement.

Class	Elbe
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	Republican Shipping
Population	7,000; Republican Shipping
Ships for Sale	None

Vierlande Prison

Vierlande Prison's extreme isolation and lack of appreciable sunlight make it one of the most dreaded destinations for captured Red Hessians, Unioners, and other criminals. Sentences are almost always for life.

Class	Abbey
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Rheinland Federal Police
Population	6,000; Rheinland Federal Police, Bounty Hunters Guild
Ships for Sale	None

Battleship *Westfalen*

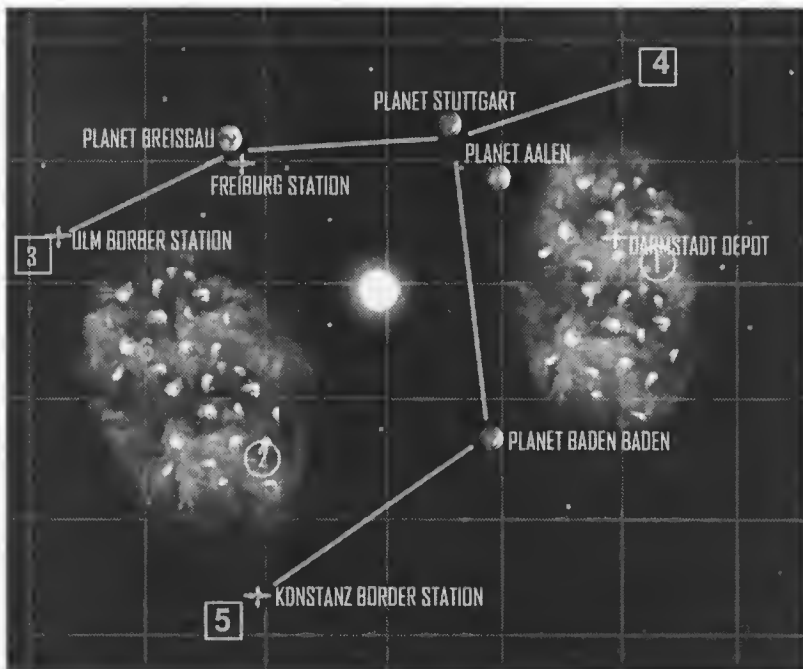
The sole remaining ship of the once-grand Rheinland Navy, the Battleship *Westfalen* is tasked with preventing the spread of pirates into Rheinland space. The huge ship also deals with attacks by Unioner terrorists.

Class	Bismarck
Crew	Classified
Armament	Classified
Owner	Rheinland Military
Population	Rheinland Military
Ships for Sale	Rheinland Valkyrie Heavy Fighter

Lubeck Border Station

Lubeck Station is the local command center for the Rheinland Federal Police. The Federal Police responds to all illegal activity in the area, including drug-trafficking, other smuggling, and pirate activity.

Class	Chapel
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Rheinland Federal Police
Population	75: Rheinland Federal Police
Ships for Sale	None



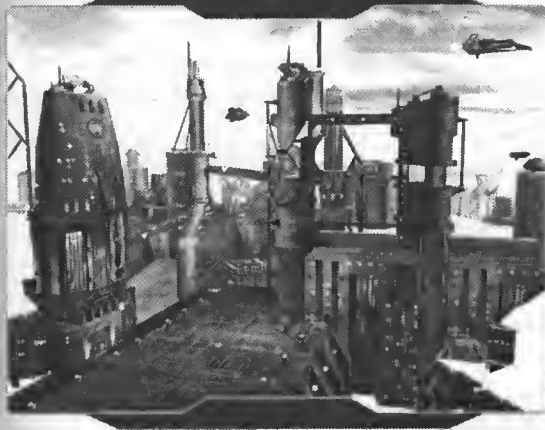
Stuttgart System

- 1 Jump Hole to Dresden
- 2 Jump Hole to Omega-II
- 3 Jump Gate to Omega-7
- 4 Jump Gate to New Berlin
- 5 Jump Gate to Omega-II
- 6 Westnebel
- 7 Ostnebel



Settled Planets	Stuttgart, Baden-Baden
Bases	Freiburg Station, Ulm Border Station, Konstanz Border Station, Darmstadt Depot
Corporations	Synth Foods, Orbital Spa and Cruise Lines, Republican Shipping
Criminals	Red Hessians, LWB
Produces	Food, Luxury Food
Random Mission Difficulty	17 to 21

Planet Stuttgart



Stuttgart is a green, almost inconceivably fertile world, owing to the high concentrations of carbon dioxide and oxygen in its atmosphere. Stuttgart has become the primary source of food for the entire Rheinland nation. Concessions granted to Synth Foods by the Rheinland government have allowed them to purchase many of the cooperatives and individually owned farms on the planet, spurring the creation of the LWB farmers' rights group.

Diameter	15,209 km
Mass	6.12×10^{24} kg
Terrain	Terrestrial
Temperature	-1°C to 34°C
Escape Velocity	12.23 km/sec
Owner	Rheinland Federal Police
Population	Rheinland Federal Police, Synth Foods, Universal Shipping, LWB
Ships for Sale	Rheinland Banshee Light Fighter, Civilian Falcon Heavy Fighter, Rheinland Humpback Freighter

Planet Baden-Baden

Baden-Baden is an idyllic world of black-sand ocean beaches, with the odd hot spring bubbling from volcanic outcroppings. Orbital Spa and Cruise Lines maintains a popular resort here, though it has seen a decline in business as the economic situation in Rheinland grows worse.

Diameter	11,293 km
Mass	5.96×10^{24} kg
Terrain	Terrestrial
Temperature	6°C to 42°C
Escape Velocity	10.99 km/sec
Owner	Orbital Spa and Cruise Lines
Population	Orbital Spa and Cruise Lines
Ships for Sale	Civilian Falcon Heavy Fighter

Freiburg Station

Freiburg Station was originally a clearinghouse for produce harvested on Stuttgart. Now it also handles traffic from foreign shipping companies, who increasingly use the Stuttgart system as an alternative to shipping through Hamburg space.

Class	Abbey
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	N/A
Population	250: Republican Shipping, Universal Shipping, Border World Exports, Gateway Shipping
Ships for Sale	None

Ulm Border Station

Ulm Border Station is one of two local command centers for the Rheinland Federal Police. This force's job is to interdict all illegal activity in its area, including smuggling and piracy.

Class	Chapel
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Rheinland Federal Police
Population	125: Rheinland Federal Police
Ships for Sale	None

Konstanz Border Station

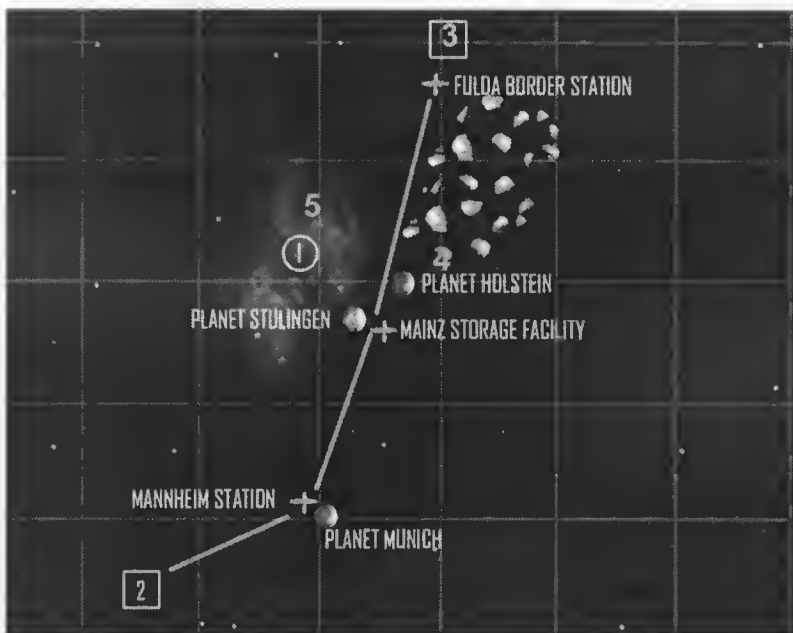
Konstanz Station is another local command center for the Rheinland Federal Police.

Class	Chapel
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Rheinland Federal Police
Population	130: Rheinland Federal Police
Ships for Sale	None

Darmstadt Depot

Darmstadt is an LWB base. The LWB, or Landwirtrechtbewegung (farmers' rights movement), attacks Synth Foods operations and sympathetic government officials in retaliation for Rheinland concessions to the Libertonian synthetic food conglomerate.

Class	Unknown
Gravity	Partial
Docking	Yes
Amenities	Limited
Population	Unknown
Owner	LWB
Population	LWB
Ships for Sale	None



Frankfurt System

- 1 Jump Hole to Hamburg
- 2 Jump Gate to New Berlin
- 3 Jump Gate to Sigma-13
- 4 Bruchsal Base
- 5 Westerwald



Settled Planets	Holstein
Bases	Mannheim Station, Mainz Storage Facility, Fulda Border Station, Bruchsal Base
Corporations	Daumann Heavy Construction, Kruger Minerals, Republican Shipping
Criminals	Bundschuh, Unioners, Red Hessians, Junkers
Produces	Boron, H-Fuel
Random Mission Difficulty	17 to 21

Planet Holstein

Holstein was ignored for centuries until the government decided that it would be politically advantageous to develop the planet as a hedge against Gas Mining Guild (GMG) encroachment.

Diameter	14,320 km
Mass	6.00×10^{24} kg
Terrain	Terrestrial
Temperature	-29°C to 17°C
Escape Velocity	12.11 km/sec
Owner	Daumann Heavy Construction
Population	Daumann Heavy Construction
Ships for Sale	Rheinland Humpback Freighter

Mannheim Station

Mannheim Station is the farthest outpost of the once-vast Kruger Mineral concern. The impure gas resources collected from Munich require the re-synthesis of H-Fuel here. The process is uneconomical, but provides one of the few sources of H-Fuel in Rheinland.

Class	Sanctuary
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	Kruger Minerals
Population	400; Kruger Minerals, Independent Miners Guild
Ships for Sale	None

Mainz Storage Facility

All shipments from the Gas Mining Guild (GMG) to Rheinland are made using neutral Kusari shipping companies. They are required to transfer their fuel to Republican Shipping transports at the Mainz Storage Facility.

Class	Abbey
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	Republican Shipping
Population	200; Republican Shipping, Samura Industries, Kishiro Technologies
Ships for Sale	None

Fulda Border Station

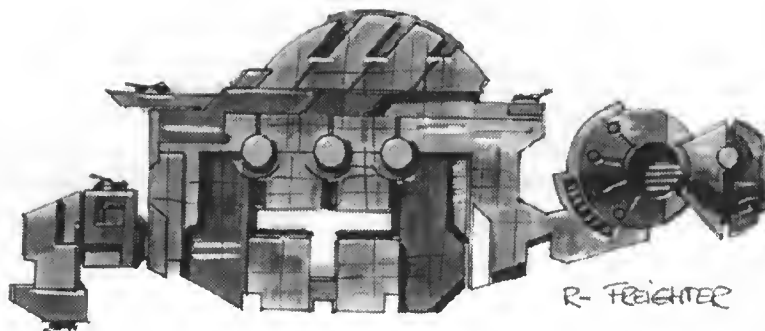
Fulda Border Station is the local command center for the Rheinland Federal Police. The force performs its usual job of fighting illegal activity such as smuggling in the area, and also keeps a watchful eye on the Gas Mining Guild.

Class	Chapel
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Rheinland Federal Police
Population	100; Rheinland Federal Police
Ships for Sale	None

Bruchsal Base

Bruchsal is a base for the Bundschuh, a populist political faction that has been declared an "enemy of the state" by the Rheinland Reichstag.

Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Bundschuh
Population	Bundschuh
Ships for Sale	Border Worlds Stiletto Heavy Fighter



R- FREIGHTER

Dresden System



- 1 Jump Hole to New Berlin
- 2 Jump Hole to Stuttgart
- 3 Jump Hole to Omega-II
- 4 Jump Hole to Frankfurt
- 5 Jump Gate to Omega-II
- 6 Jump Gate to New Berlin
- 7 Daumann Lavafeld
- 8 Lavafeld
- 9 Giftnebel
- 10 Kruger Lavafeld
- 11 Schwefelnebel

Settled Planets	None
Bases	Leipzig Station, Bautzen Station, Pirna Border Station, Vogtland Base
Corporations	Daumann Heavy Construction, Kruger Minerals
Criminals	Red Hessians
Produces	Copper, High-Temperature Alloys, Diamonds, Cobalt
Random Mission Difficulty	19 to 23



Leipzig Station

Leipzig Station is the main ore processing and smelting operation for Daumann Heavy Construction in Dresden.

Class	Abbey
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	Daumann Heavy Construction
Population	850: Daumann Heavy Construction, Republican Shipping
Ships for Sale	None

Bautzen Station

Bautzen Station supports the Kruger Minerals operation in the Dresden system. Smaller than the rival Daumann facility at Leipzig, Kruger's operation focuses on the extraction of diamonds from the shifting clouds and rogue asteroids that characterize Dresden space.

Class	Sanctuary
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	Kruger Minerals
Population	900: Kruger Minerals, Independent Miners Guild
Ships for Sale	None

Pirna Border Station

Pirna Station is the local command center for the Rheinland Federal Police, which must protect Daumann cobalt convoys outbound from Leipzig Station against pirate attacks.

Class	Chapel
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	Rheinland Federal Police
Population	200; Rheinland Federal Police
Ships for Sale	None

Vogtland Base

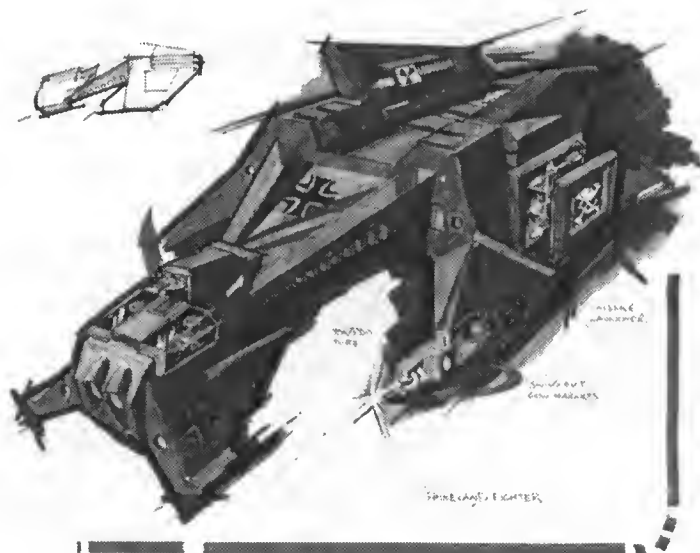
Vogtland is now a base for the Red Hessians, a criminal group composed largely of unemployed miners. Operating out of Rheinland space, they attack civilian and commercial targets of opportunity.

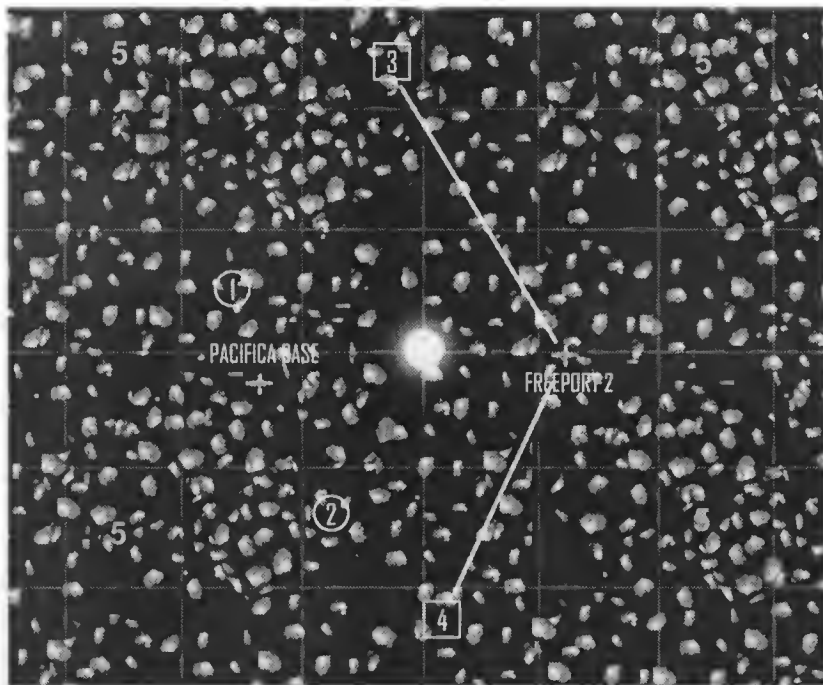
Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Red Hessians
Population	Red Hessians
Ships for Sale	Border Worlds Sabre Very Heavy Fighter

INDEPENDENT WORLDS

The six Independent Worlds systems that lie between *Liberty* and the other colonies are characterized chiefly by a high level of criminal activity and space phenomena. Containing little in the way of natural resources and few habitable planets, the Independent Worlds were ignored during the initial settlement period in the Sirius Sector.

This section covers the star systems, planets, and bases of the Independent Worlds. Most of these are criminal bases, where the inhabitants will pay top dollar for necessities such as Oxygen, Water, and H-Fuel. The Independent Worlds vary greatly in (game) difficulty—Magellan is a much easier area than Bering, for instance—so be cautious when traversing these systems.





Bering System

- 1 Jump Hole to Hudson
- 2 Jump Hole to Hamburg
- 3 Jump Gate to Texas
- 4 Jump Hole to Hamburg
- 5 Tanner Asteroid Belt



Settled Planets	None
Bases	Freeport 2, Pacifica Base
Corporations	None
Criminals	Unioners, Xenos, Liberty Rogues
Produces	Food
Random Mission Difficulty	21 to 25



Freeport 2

Built from the framework of an abandoned Republican Shipping outpost, Freeport 2 was founded by displaced Texas settlers, Hamburg drifters, and a variety of other human flotsam looking for a haven. They aligned themselves with the Zoner movement, and purchased a series of Synth Foods biodomes for food production.

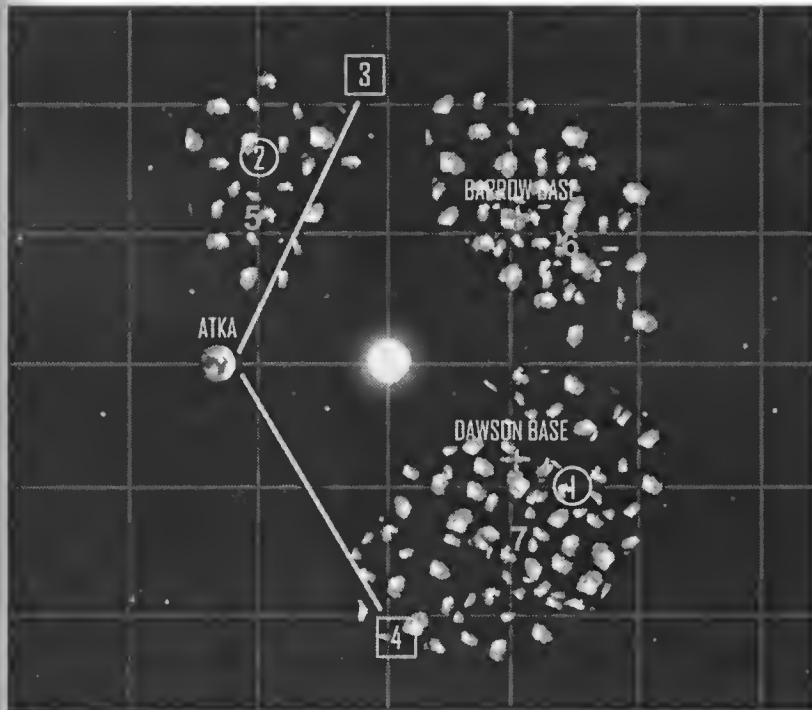
Class	Dern
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Zoners
Population	850: Zoners, Xenos, Unioners, Red Hessians
Ships for Sale	None

Pacifica Base

Pacifica is a Unioners base. The Unioners are a terrorist group composed of dispossessed Rheinland shipyard workers. They engage in brutal reprisals, chiefly against Republican Shipping.

Class	Unknown
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	Unioners
Population	Unioners
Ships for Sale	None

Hudson System



- 1 Jump Hole to Bering
- 2 Jump Hole to Texas
- 3 Jump Gate to Texas
- 4 Jump Gate to Hamburg
- 5 Sitka Field
- 6 Kenai Field
- 7 Wrangell Field



Settled Planets	None
Bases	Barrow Base, Dawson Depot
Corporations	None
Criminals	Xenos, Liberty Rogues, Unioners
Produces	Nothing
Random Mission Difficulty	19 to 23

Barrow Base

Barrow is a Xeno base. Xenos are a radical faction of Libertonian refugees who seek to drive all foreign elements from their territory.

Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Limited
Owner	Xenos
Population	Xenos
Ships for Sale	None

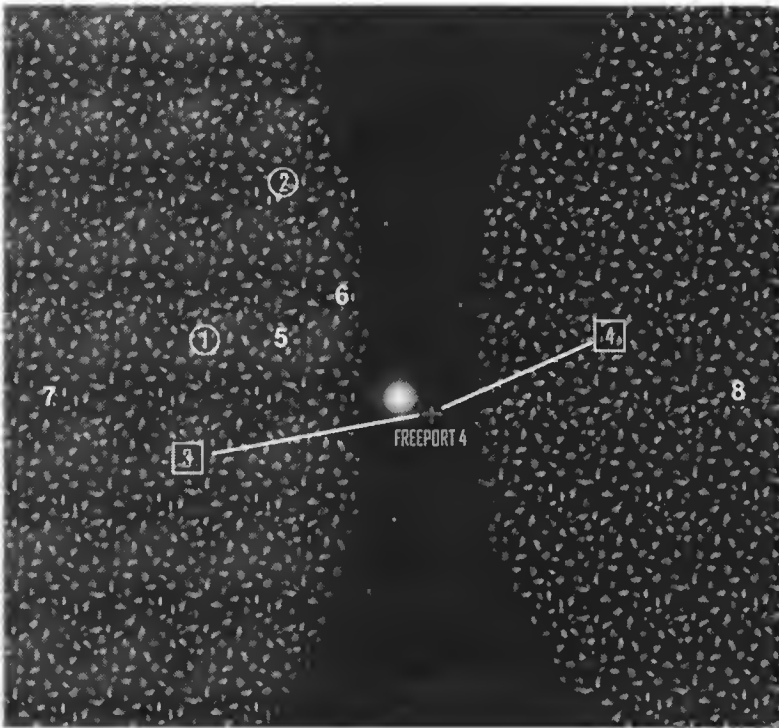
Dawson Depot

Dawson is a base for the Liberty Rogues, who attack civilian and commercial targets of opportunity and are believed to be involved in the trade of stolen diamonds.

Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Limited
Owner	Liberty Rogues
Population	Liberty Rogues, Unioners
Ships for Sale	None

Magellan System

- 1 Jump Hole to Manchester
- 2 Jump Hole to Cortez
- 3 Jump Gate to Manchester
- 4 Jump Gate to California
- 5 Mactan Base
- 6 Jump Gate to New York
- 7 The Barrier
- 8 Wendell Ice Field



Settled Planets	None
Bases	Freeport 4, Mactan Base
Corporations	Independent Miners Guild
Criminals	Lane Hackers, Liberty Rogues, Outcasts
Produces	Water, Oxygen
Random Mission Difficulty	6 to 10



Freeport 4

Originally an abandoned Bretonian station, Freeport 4 was reopened by unemployed miners from New London. The miners eventually joined the Independent Miners Guild (IMG) and renamed the station, declaring it a *Freeport*, open to all.

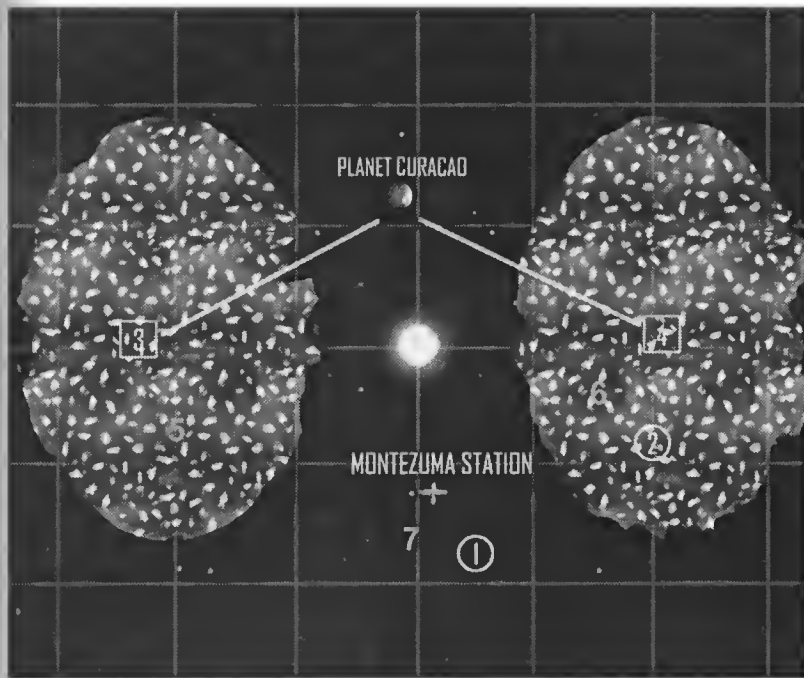
Class	Unknown
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	IMG
Population	1,000; IMG, Gateway Shipping, Border World Exports
Ships for Sale	None

Mactan Base

Mactan is a Lane Hackers base. The Lane Hackers are a criminal group with the technical expertise to monitor and disrupt trade lanes for the purpose of seizing valuable cargo.

Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Lane Hackers
Population	Lane Hackers, Outcasts
Ships for Sale	Border Worlds Oromedary Freighter

Cortez System



- 1 Jump Hole to Magellan
- 2 Jump Hole to California
- 3 Jump Gate to Manchester
- 4 Jump Gate to California
- 5 Roatan Ice Cloud
- 6 Paloma Ice Cloud
- 7 Corcovado Ice Field



Settled Planets	Curacao
Bases	Montezuma Depot
Corporations	Orbital Spa and Cruise Lines
Criminals	Liberty Rogues, Outcasts, Lane Hackers
Produces	Water, Oxygen
Random Mission Difficulty	8 to 13

Planet Curacao

Orbital Spa and Cruise Lines runs Curacao as a pleasure planet where every whim and decadent urge is fulfilled. The only thing that can be heard over the gentle sound of lapping waves on its fabulous beaches is the whirr of credits pouring out of its patrons' bank accounts.

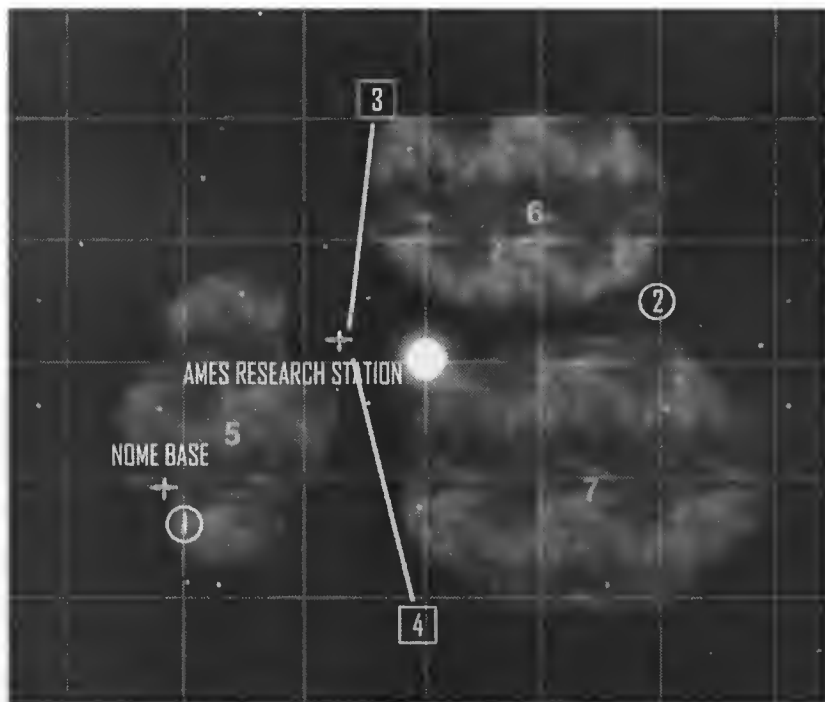
Diameter	19,443 km
Mass	6.98×10^{25} kg
Terrain	Terrestrial
Temperature	-56°C to 53°C
Escape Velocity	13.27 km/sec
Owner	Orbital Spa and Cruise Lines
Population	Orbital Spa and Cruise Lines
Ships for Sale	Bounty Hunter Barracuda Heavy Fighter

Montezuma Depot

This depot is controlled by the Liberty Rogues, known associates of petty criminals and believed to be involved here in the trade of illegal drugs.

Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Limited
Owner	Liberty Rogues
Population	Liberty Rogues, Outcasts
Ships for Sale	Pirate Wolfhound Heavy Fighter

Kepler System



- 1 Jump Hole to Colorado
- 2 Jump Hole to Galileo
- 3 Jump Gate to Shikoku
- 4 Jump Gate to Colorado
- 5 Denko Cloud
- 6 Matsuo Cloud
- 7 Kuryo Cloud

Settled Planets	None
Bases	Ames Research Station, Nome Base
Corporations	Deep Space Engineering
Criminals	Xenos, Lane Hackers
Produces	Nothing
Random Mission Difficulty	13 to 17



Ames Research Station

Ames Station was originally established to study the movements of the strange clouds of dark matter in the system. The station is now occupied largely by Zoners, but a contingent of Deep Space Engineering support staff remains aboard.

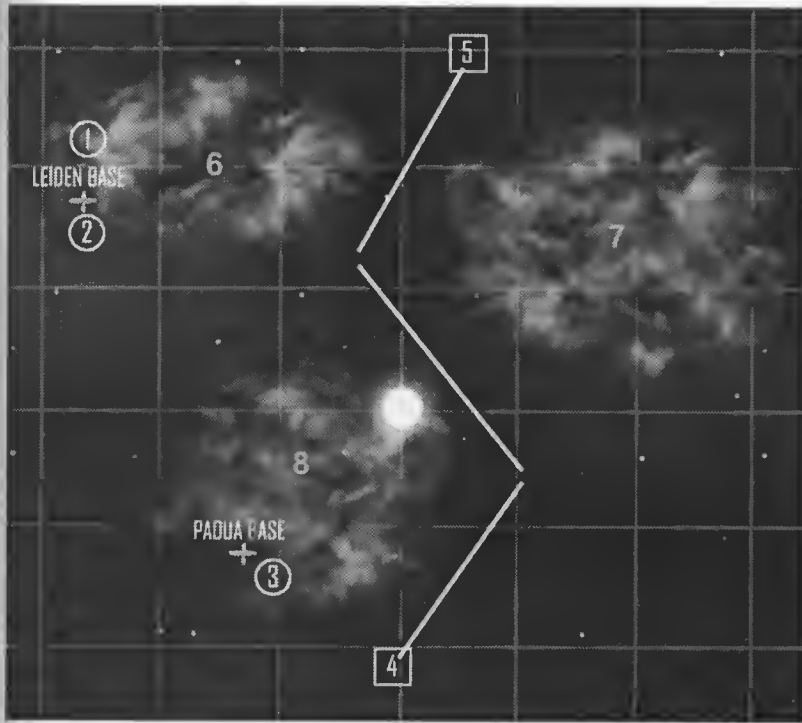
Class	Cochrane
Gravity	Partial
Docking	Restricted
Amenities	Limited
Owner	Zoners
Population	200: Zoners, Deep Space Engineering
Ships for Sale	None

Nome Base

Nome is another Xeno base. Xenos, former Libertonians, are political radicals who seek to drive all foreign elements from their territory.

Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Limited
Owner	Xenos
Population	Xenos
Ships for Sale	None

Galileo System



- 1 Jump Hole to Shikoku
- 2 Jump Hole to Kepler
- 3 Jump Hole to Colorado
- 4 Jump Gate to Colorado
- 5 Jump Gate to Shikoku
- 6 Komatsu Cloud
- 7 Raiden Cloud
- 8 Reppu Cloud

Settled Planets	None
Bases	Leiden Base, Padua Base
Corporations	None
Criminals	Lane Hackers, Liberty Rogues
Produces	Nothing
Random Mission Difficulty	15 to 19

Leiden Base

Leiden is a Lane Hacker base. Lane Hackers are essentially pirates, using their proprietary technology to interrupt and seize shipments from trade lanes.

Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Lane Hackers
Population	Hogosha, Liberty Rogues
Ships for Sale	None

Padua Base

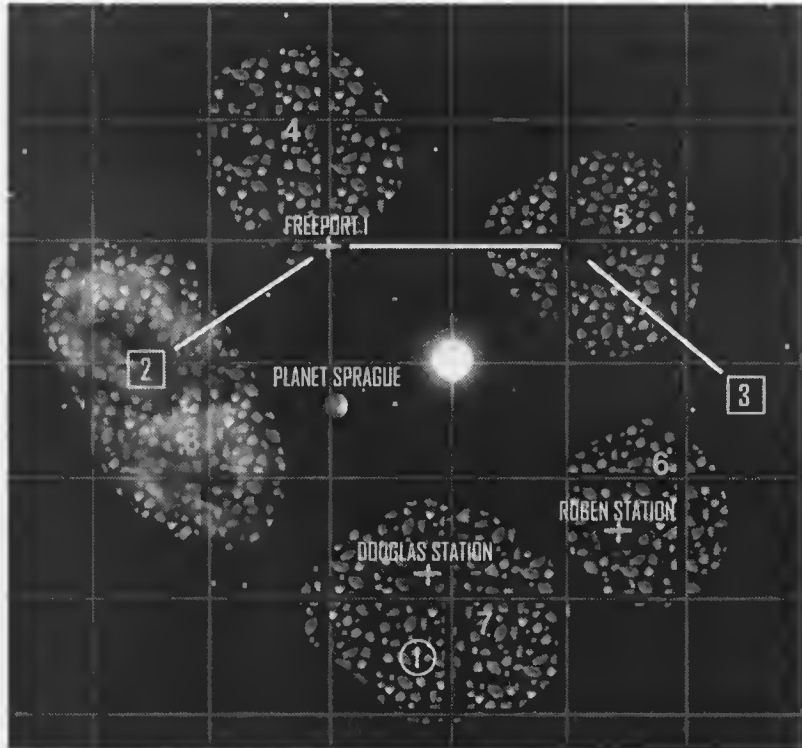
Padua is another Liberty Rogue base. The Rogues, who attack civilian and commercial targets of opportunity, are believed to be involved here in the trade of alien artifacts.

Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Limited
Owner	Liberty Rogues
Population	Liberty Rogues
Ships for Sale	None

BORDER WORLDS

Plagued by powerful Edge World criminal organizations, the Border Worlds are not friendly places for a rookie freelancer. Only more experienced pilots—with advanced ships—dare venture into these hostile systems. The pirate problem in the Tau Sector has reached crisis levels, forcing the Bretonian Armed Forces and the Kusari Naval Forces to station battleships in Leeds and Kyushu.

This section covers the star systems, planets, and bases of the Border Worlds. Only the Edge Worlds and Hispania surpass this area in terms of difficulty—but freelancers looking to align with the criminal element may feel at home.



Omega-3 System

- 1 Jump Hole to Omega-5
- 2 Jump Gate to Cambridge
- 3 Jump Gate to Omega-7
- 4 Burgess Ice Field
- 5 Wilkes Ice Field
- 6 Roth Asteroid Field
- 7 Coombe Asteroid Field
- 8 Graham Ice Cloud



Settled Planets	Sprague (story mission only)
Bases	Freeport I, Rugen Station, Douglas Station
Corporations	Gaumann Heavy Construction, Bretonia Mining and Manufacturing, Planetform, Inc.
Criminals	Red Hessians, Corsairs
Produces	Food, Polymers, Hydrocarbons, Oxygen, Water
Random Mission Difficulty	10 to 15

Freeport 1

Freeport 1 was founded by a group of Zoners more than 60 years ago. As its name implies, it was the first station of its kind to be declared open to all, and it still offers commerce and food sales to everyone.

Class	Dern
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Zoners
Population	2,000; Zoners
Ships for Sale	None

Rugen Station

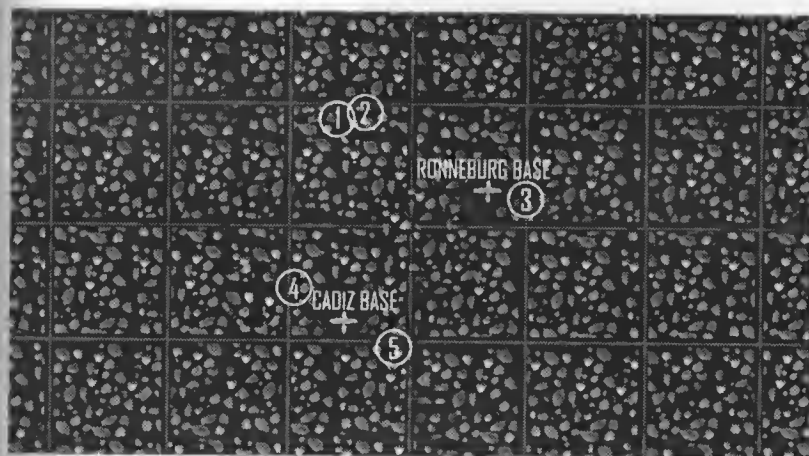
Rugen Station (owned by Daumann) manufactures polymers using the abundant raw materials found in Omega-3. While pirates are always a problem, Daumann's rivalry with the neighboring Bretonia Mining and Manufacturing operation on Douglas Station has resulted in more than a few exchanges of weapons fire.

Class	Abbey
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	Daumann Heavy Construction
Population	250; Daumann Heavy Construction
Ships for Sale	None

Douglas Station

Douglas Station is owned and operated by Bretonia Mining and Manufacturing (BMM) for the manufacture of polymers. Security around the facility is abnormally high, because of frequent skirmishes with Corsairs.

Class	Wellington
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	BMM
Population	450; BMM
Ships for Sale	None



Omega-5 System

- 1 Jump Hole to Omega-3
- 2 Jump Hole to Omega-7
- 3 Jump Hole to Omega-II
- 4 Jump Hole to Cambridge
- 5 Jump Hole to Omega-4I

Settled Planets	None
Bases	Cadiz Base, Ronneburg Base
Corporations	None
Criminals	Corsairs, Red Hessians
Produces	Nothing
Random Mission Difficulty	25 to 29

Cadiz Base

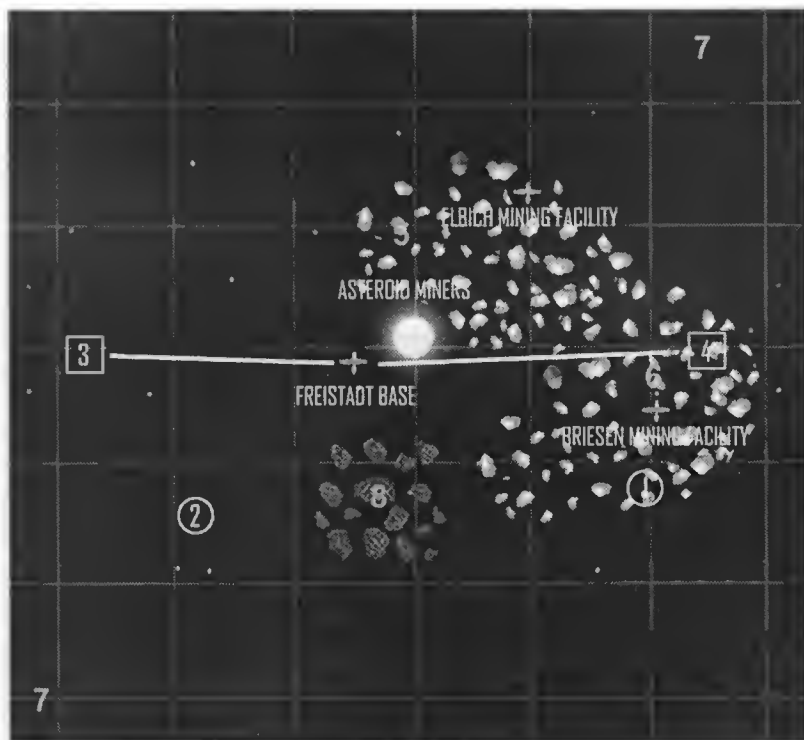
Cadiz is a base for Corsairs—well-trained, well-armed pirates, engaged in a wide range of illegal activities.

Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Corsairs
Population	Corsairs
Ships for Sale	Corsair Centurion Heavy Fighter

Ronneburg Base

Ronneburg is another base for the Red Hessians, a well-organized group of pirates who are considered extremely dangerous.

Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Limited
Owner	Red Hessians
Population	Red Hessians
Ships for Sale	None



Omega-7 System

- 1 Jump Hole to Omega-11
- 2 Jump Hole to Omega-5
- 3 Jump Gate to Omega-3
- 4 Jump Gate to Stuttgart
- 5 Ebersfelde Cloud
- 6 Ferstenfelde Cloud
- 7 Omega-7 Walker Cloud
- 8 Gubenfelde Cloud



Settled Planets	None
Bases	Freistadt Base, Elbich Mining Facility, Briesen Mining Facility
Corporations	Daumann Heavy Construction, Kruger Minerals, Independent Mining Independent Miners Guild
Criminals	Red Hessians, Corsairs
Produces	Nothing
Random Mission Difficulty	19 to 23



Freistadt Base

Freistadt is run by the Independent Miners Guild (IMG), to support the mining of copper, cobalt, and silver from nearby asteroid fields. Gateway Shipping handles most of the cargo runs from Freistadt, while Deep Space Engineering teams and members of the Bounty Hunters Guild are also frequently seen aboard.

Class	Cochrane
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	IMG
Population	300: IMG, Border World Exports, Gateway Shipping, Republican Shipping
Ships for Sale	Bounty Hunter Hammerhead Very Heavy Fighter

Elbich Mining Facility

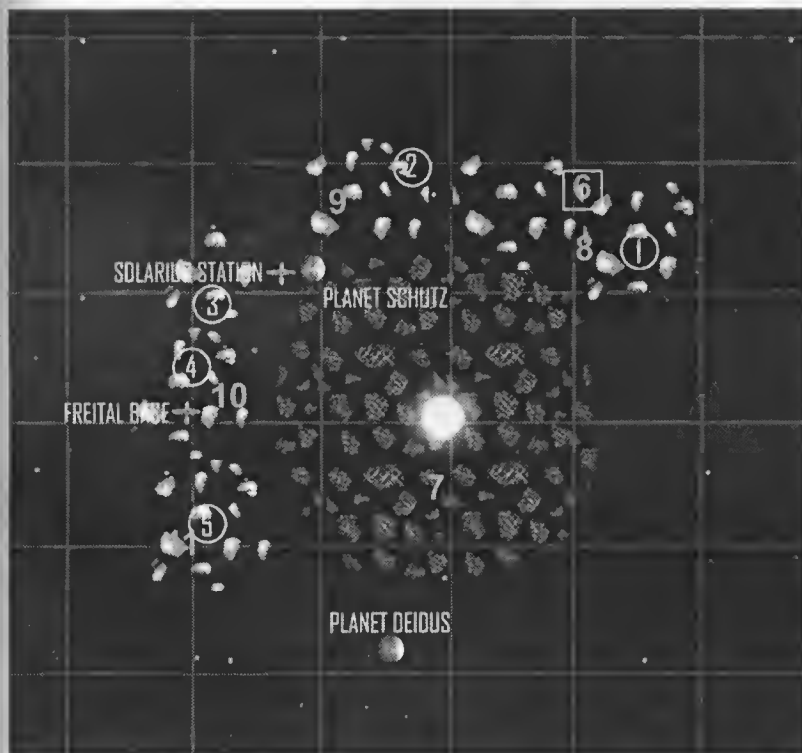
Elbich Mining Facility is owned and operated by Kruger Minerals. It focuses exclusively on the extraction of silver from local asteroid fields.

Class	Cathedral
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	Kruger Minerals
Population	400: Kruger Minerals
Ships for Sale	None

Briesen Mining Facility

Daumann Heavy Construction controls Briesen to support the extraction of copper and cobalt deposits in the system.

Class	Cathedral
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	DHC
Population	275: DHC
Ships for Sale	None



Omega-11 System

- 1 Jump Hole to Dresden
- 2 Jump Hole to Stuttgart
- 3 Jump Hole to Omega-7
- 4 Jump Hole to Omega-5
- 5 Jump Hole to Omega-41
- 6 Jump Gate to Stuttgart
- 7 Von Rohe Belt
- 8 Kraft Fragment
- 9 Franke Fragment
- 10 Jeschke Fragment
- 11 Madsack Fragment

Settled Planets	None
Bases	Solarius Station, Freital Base
Corporations	Daumann Heavy Construction
Criminals	Red Hessians, Corsairs
Produces	Diamonds
Random Mission Difficulty	21 to 25



Solarius Station

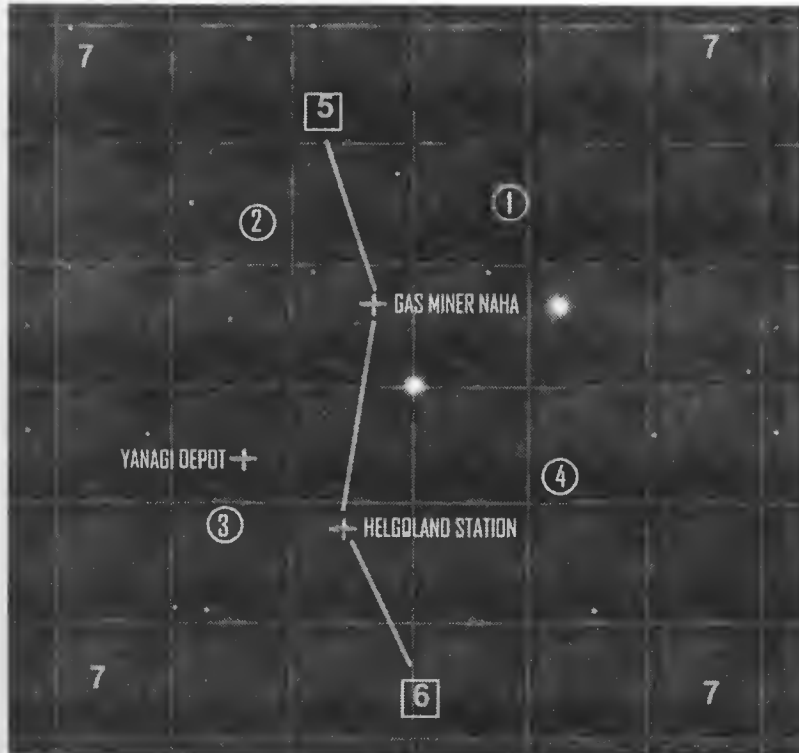
Solarius Station is the sole safe haven in the dangerous environs of Omega-11. This system is one of the most abundant sources of diamonds in the sector. The valuable gemstones are locked in the circle of volcanic asteroids that ring the dying sun.

Class	Sanctuary
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	Daumann Heavy Construction
Population	750; Universal Shipping
Ships for Sale	None

Freital Base

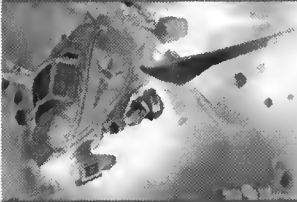
Freital is a Red Hessian base. Red Hessians are a well-organized group of pirates and are considered extremely dangerous.

Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Red Hessians
Population	Red Hessians
Ships for Sale	None



Sigma-13 System

- 1 Jump Hole to Sigma-19
- 2 Jump Hole to Honshu
- 3 Jump Hole to Frankfurt
- 4 Jump Hole to Sigma-17
- 5 Jump Gate to Honshu
- 6 Jump Gate to Frankfurt
- 7 Sigma-13 Crow Nebula



Settled Planets	None
Bases	Gas Miner <i>Naha</i> , Helgoland Station, Yanagi Depot
Corporations	Gas Mining Guild, ALG Waste Disposal
Criminals	Corsairs, Outcasts, Junkers
Produces	H-Fuel, Scrap Metal

Gas Miner *Naha*

The Gas Miner *Naha* provides support for the Gas Mining Guild's extensive mining operations in Sigma-13, a system rich in vital gas resources.

Class	Nostramo
Amenities	Limited
Crew	400
Owner	Gas Miners GuildMining Guild
Population	Gas Miners GuildMining Guild
Ships for Sale	None

Helgoland Station

ALG Waste Disposal built Helgoland Station to begin cleanup in the Yanagi Nebula. ALG ships scrap metal and other waste back to Rheinland for re-smelting.

Class	Abbey
Gravity	Partial
Docking	Yes

Amenities	Yes
Owner	ALG Waste Disposal
Population	200; ALG Waste Disposal
Ships for Sale	None

Yanagi Depot

Yanagi is a Junker base. Junkers are an itinerant population unaffiliated with any colony. They salvage and then resell abandoned ships, equipment, and other scrap.

Class	Unknown
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	Junkers
Population	Corsairs
Ships for Sale	None



Sigma-17 System

- 1 Jump Hole to Sigma-19
- 2 Jump Hole to Sigma-13
- 3 Jump Hole to Omnicron Theta
- 4 Jump Gate to Sigma-19
- 5 Nemuro Dust Field
- 6 Kunashir Cloud

Settled Planets	Kurile
Bases	Atka Research Center
Corporations	Samura Industries, Cryer Pharmaceuticals
Criminals	Corsairs, Outcasts
Produces	Alien Organisms
Random Mission Difficulty	21 to 25



Planet Kurile

Kurile lies at the heart of an astronomical anomaly—a gravitational tidal pool that creates a clear zone in the middle of an otherwise treacherous nebula. The planet itself is entirely covered in water that has a saline content so high it is toxic to almost all known aquatic life in the Sirius Sector.

Diameter	12,802 km
Mass	5.88×10^{24} kg
Terrain	Water
Temperature	2°C to 38°C
Escape Velocity	11.83 km/sec
Owner	Samura Industries
Population	Samura Industries
Ships for Sale	Civilian Falcon Heavy Fighter

Atka Research Center

Atka was constructed by Cryer Pharmaceuticals to study the alien organisms commonly found in the Edge clouds.

Class	Tyrell
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Cryer Pharmaceuticals
Population	200, Cryer Pharmaceuticals
Ships for Sale	None



Sigma-19 System

- 1 Jump Hole to Omicron Beta
- 2 Jump Hole to Honshu
- 3 Jump Hole to Sigma-13
- 4 Jump Hole to Sigma-17
- 5 Jump Gate to Honshu
- 6 Jump Gate to Sigma-17
- 7 Gikka Dust Cloud
- 8 Donryu Cloud
- 9 Hiryu Cloud

Settled Planets	None
Bases	Luxury Liner <i>Hawaii</i> , Gas Miner <i>Ogashawa</i>
Corporations	Orbital Spa and Cruise Lines, Gas Mining Guild, Kishiro Technologies
Criminals	Outcasts, Corsairs
Produces	H-Fuel
Random Mission Difficulty	15 to 19

Luxury Liner *Hawaii*

Orbital Spa and Cruise Lines stations its state-of-the-art Luxury Liner *Hawaii* in the Sigma-19 system. The location of the ship outside the policed boundaries of the colonies is part of the attraction, and much of the popularity of the *Hawaii* lies in the implied promise of forbidden fruit for those who can afford a ticket.

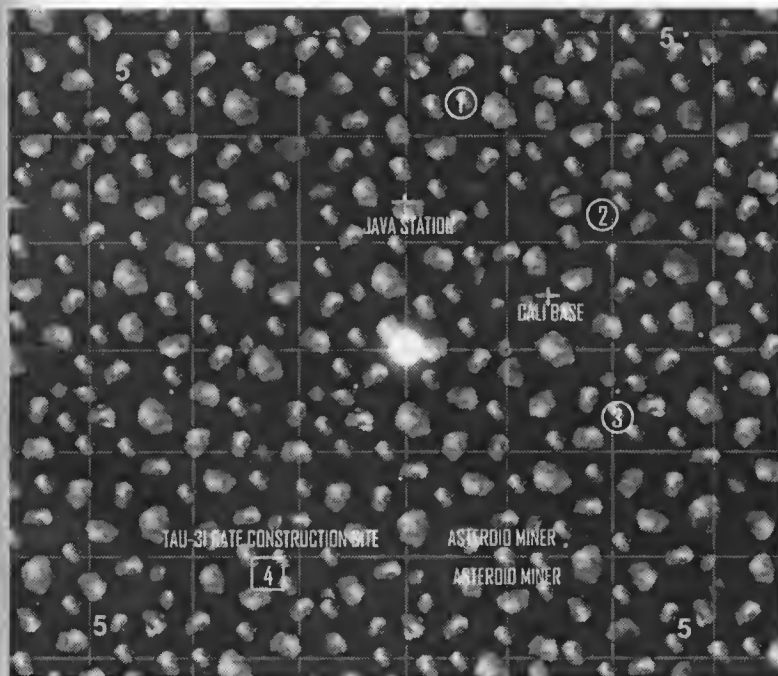
Class	Wilde
Amenities	Yes
Passengers	500
Owner	Orbital Spa and Cruise Lines
Population	Orbital Spa and Cruise Lines, Hogosha, Corsairs

Ships for Sale None

Gas Miner *Ogashawa*

The Gas Miner *Ogashawa* was stationed in the resource rich Sigma-19 system by the Gas Mining Guild (GMG). Kishiro Technologies funded the jump gate to the system; expert Kishiro advisors are permanently assigned to the ship.

Class	Nostramo
Amenities	Limited
Crew	350
Owner	GMG
Population	GMG, Kishiro Technologies
Ships for Sale	None



Tau-23 System

- 1 Jump Hole to Tau-37
- 2 Jump Hole to Kyushu
- 3 Jump Hole to Tau-29
- 4 Jump Gate to Tau-31
- 5 Tau-23 Barrier Asteroid Field

Settled Planets	None
Bases	Java Station, Tau-31 Gate Construction Site, Cali Base
Corporations	Bretonia Mining and Manufacturing, Independent Miners Guild, Deep Space Engineering
Criminals	Outcasts
Produces	Beryllium, Niobium
Random Mission Difficulty	21 to 25



Java Station

The Independent Miners Guild (IMG) recently established Java Station in order to lay claim to the rich mineral resources of the Tau-23 system.

Class	Chesterton
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	IMG
Population	IMG
Ships for Sale	None

Tau-31 Gate Construction Site

A system as rich in resources as Tau-23 was ripe for exploitation. Once the survey by Bretonia Mining and Manufacturing (BMM) was finished, the

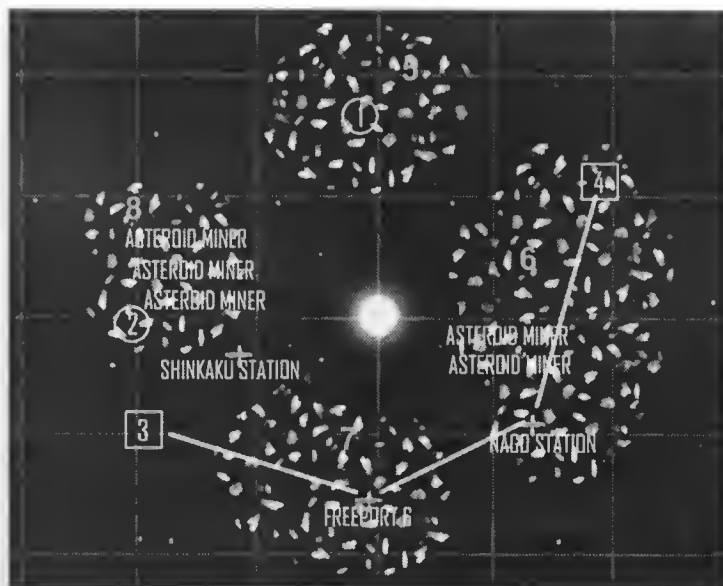
construction of a jump-gate network linking the system with Bretonia became a high priority.

Owner	BMM
Population	BMM, Deep Space Engineering
Ships for Sale	None

Cali Base

Cali is an Outcast base. Outcasts are involved in the production and distribution of the drug Cardamine, which has been declared illegal by all four major houses.

Class	Unknown
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	Outcasts
Population	Outcasts
Ships for Sale	None



Tau-29 System

- 1 Jump Hole to Tau-23
- 2 Jump Hole to Tau-31
- 3 Jump Gate to Tau-31
- 4 Jump Gate to Kyushu
- 5 Oxygen Asteroid Field
- 6 Nago Hydrocarbon Asteroid Field
- 7 Freeport 6 Ice Crystal Field
- 8 Samura Ice Asteroid Field



Settled Planets	None
Bases	Nago Station, Shinkaku Station, Freeport 6
Corporations	Kishiro Technologies, Samura Industries
Criminals	Outcasts
Produces	Polymers, Hydrocarbons, Fertilizers, Food, Terraforming Gases, Oxygen, Water
Random Mission Difficulty	15 to 19

Nago Station

Nago Station is one of Kishiro's primary sources for the hydrocarbons they need to fabricate the polymers used in optical chips.

Class	Akebono
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Kishiro Technologies
Population	200; Kishiro Technologies
Ships for Sale	None

Shinkaku Station

Shinkaku Station was built to provide Kusari corporate giant Samura access to the abundant ammonia, water, and oxygen locked in the system's ice fields.

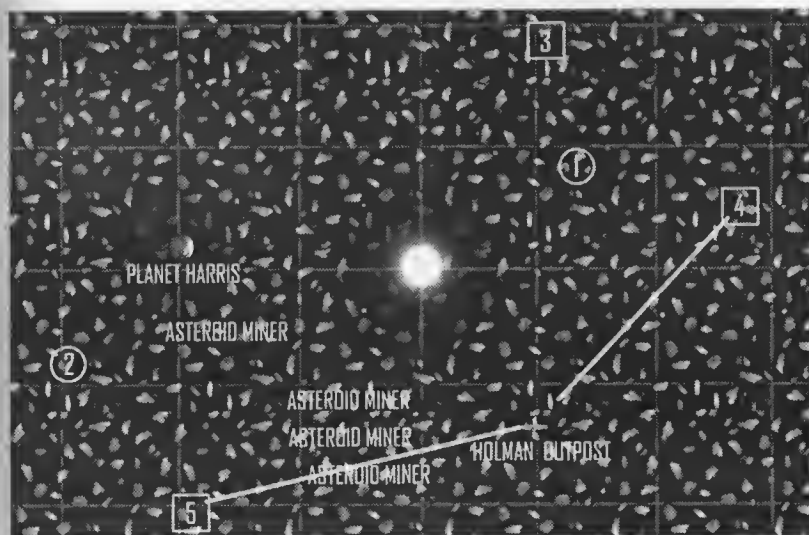
Class	Nobunaga
Gravity	Complete
Docking	Yes

Amenities	Yes
Owner	Samura Industries
Population	300; Samura Industries
Ships for Sale	None

Freeport 6

Because of its strategic location in the Border Worlds, Freeport 6 is a frequent way station on cargo runs by Bretonian and Kusari shipping companies, as well as a springboard for Independent Miners Guild (IMG) and Zoner expeditions.

Class	Unknown
Gravity	Partial
Docking	Yes
Amenities	Yes
Owner	Zoners
Population	800; Zoners, Border World Exports, Gateway Shipping
Ships for Sale	None



Tau-31 System

- 1 Jump Hole to Tau-29
- 2 Jump Hole to Edinburgh
- 3 Jump Gate to Tau-23
- 4 Jump Gate to Tau-29
- 5 Jump Gate to Leeds
- 6 Tau-31 Ice Crystal Field



Settled Planets	Harris
Bases	Holman Outpost
Corporations	Planetform, Inc., Independent Miners Guild
Criminals	Outcasts, Gaians
Produces	Oxygen, Water
Random Mission Difficulty	15 to 19

Planet Harris

Previously a barren world, Harris was the object of one of the first large-scale terraforming efforts by Planetform, Inc. The abundance of pure water and oxygen in the system made the project easier.



Diameter	23,118 km
Mass	8.76×10^{24} kg
Terrain	Transitional
Temperature	-35°C to 48°C
Escape Velocity	16.78 km/sec
Owner	Planetform, Inc.
Population	Planetform, Inc., Border World Exports
Ships for Sale	Rheinland Humpback Freighter

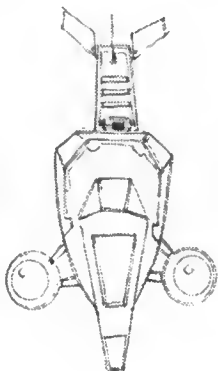
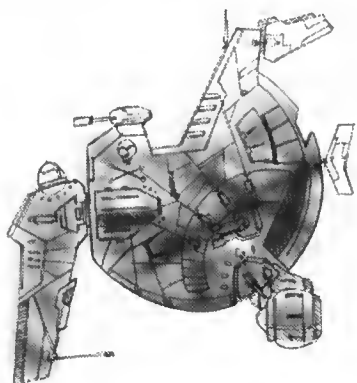
Holman Outpost

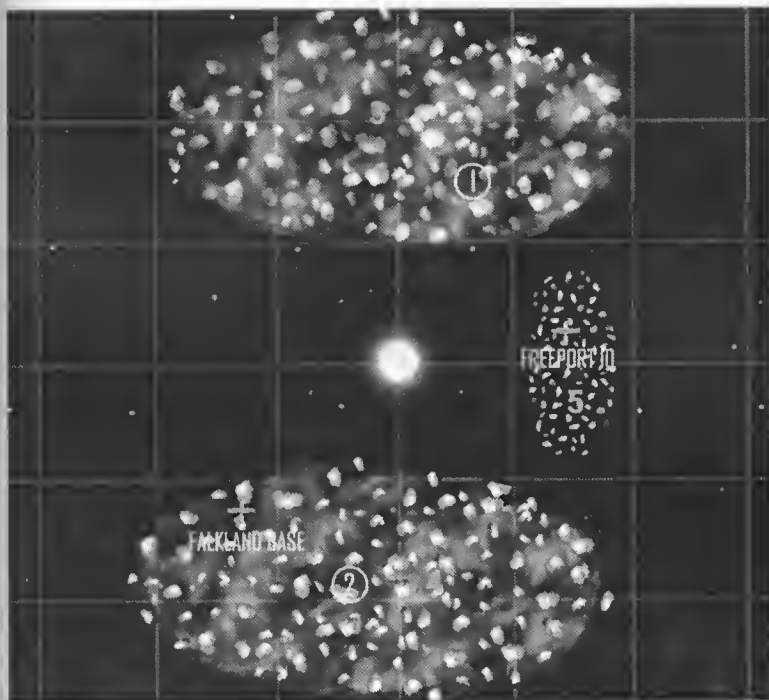
The Independent Miners Guild (IMG) established Holman Outpost to support the massive mining of water and oxygen in the ice of the Tau-31 system. The water and oxygen are then shipped to Harris in partnership with Planetform.

Class	Ellison
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	IMG
Population	250; IMG, Zoners, Samura Industries, Kishiro Technologies, Border World Exports
Ships for Sale	None

EDGE WORLDS

This section covers the star systems, planets, and bases within the Edge Worlds. Criminal organizations make up much of the population of the four Edge World systems. Their distance from "house" space makes these criminals heavy buyers of such commodities as oxygen, water, food rations, H-fuel, and much more. Profits may be high in the Edge Worlds, but the dangers are also great. Unless you're a friend of the Outcasts and Corsairs, venturing into these systems is a dangerous proposition.





Tau-37 System

- 1 Jump Hole to Omicron Alpha
- 2 Jump Hole to Tau-23
- 3 Bermejo Cloud
- 4 Malvinas Cloud
- 5 Torres Ice Crystal Field

Settled Planets	None
Bases	Freeport 10, Falkland Base
Corporations	Independent Miners Guild
Criminals	Outcasts
Produces	Niobium, Water, Food
Random Mission Difficulty	25 to 29

Freeport 10

Freeport 10 was established by a band of Zoners looking to establish an outpost as far from the colonies as possible. Made largely self-sufficient by a Synth Foods biodome, the Zoners have continued the open-to-all tradition of the Freeports here, and frequently play host to Outcasts and members of the Independent Miners Guild (IMG).

Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Zoners
Population	150; Outcasts, IMG
Ships for Sale	None

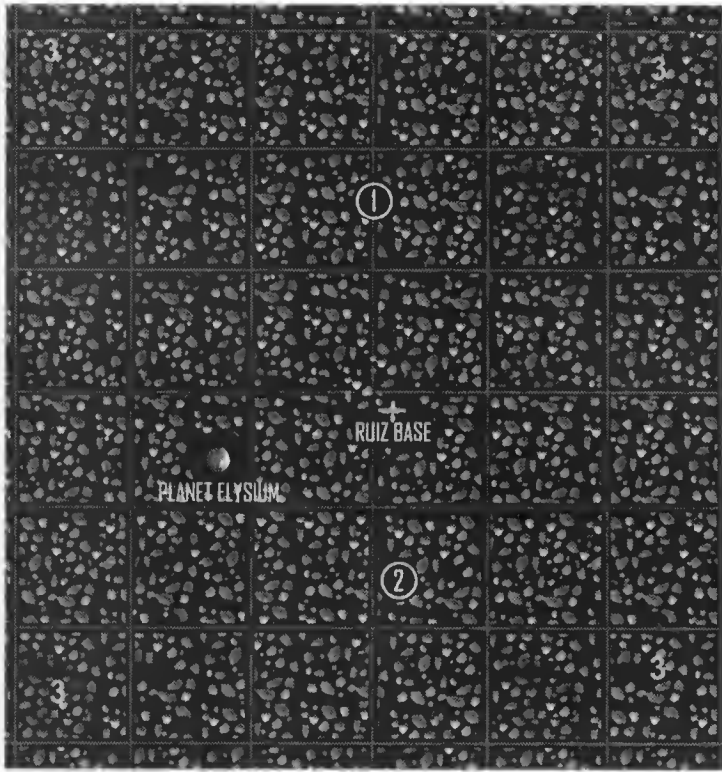
Falkland Base

The Independent Miners Guild (IMG) established Falkland Base on an asteroid soon after the construction of Freeport 10. Falkland has easy access to the rich deposits of niobium nearby.

Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	IMG
Population	300; IMG
Ships for Sale	None

Omicron Beta System

- 1 Jump Hole to Omicron Alpha
- 2 Jump Hole to Sigma-19
- 3 Omicron Beta Edge Nebula



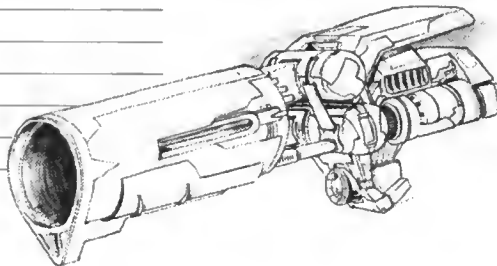
Settled Planets	None
Bases	Ruiz Base
Corporations	None
Criminals	Outcasts
Produces	Alien Organisms
Random Mission Difficulty	35 to 39

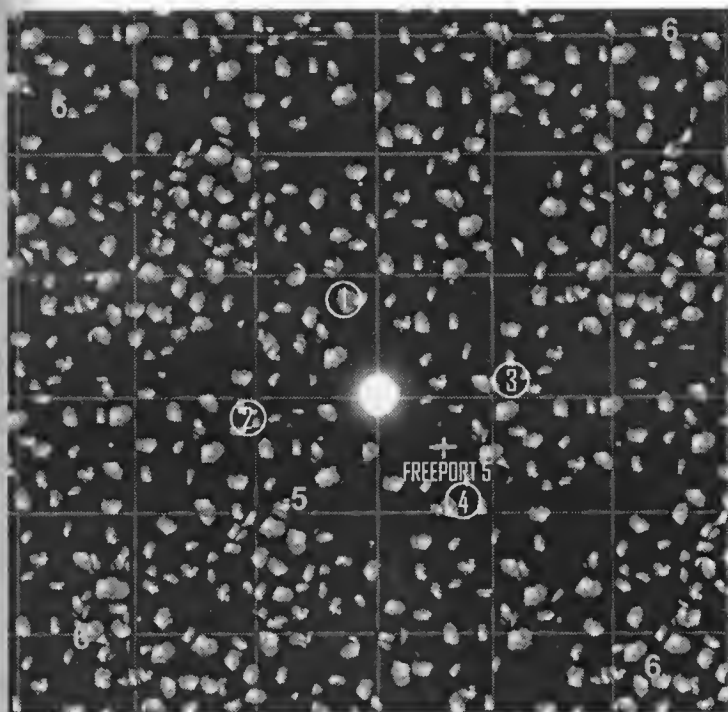


Ruiz Base

An Outcast base, Ruiz is a center for the production and distribution of the drug Cardamine, which has been declared illegal by all four major houses.

Class	Unknown
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	Outcasts
Population	Outcasts
Ships for Sale	None





Omega-41 System

- 1 Jump Hole to Omega-II
- 2 Jump Hole to Omega-5
- 3 Jump Hole to Omnicron Theta
- 4 Jump Hole to Omicron Gamma
- 5 Leon Base
- 6 Planetary Fragments Field



Settled Planets	None
Bases	Freeport 5, Leon Base
Corporations	None
Criminals	Corsairs, Red Hessians
Produces	Nothing
Random Mission Difficulty	31 to 35

Freeport 5

The Independent Miners Guild (IMG) originally built this base, but it was subsequently abandoned due to the intense radiation that plagues the system. A small, particularly dedicated band of Zoners moved in soon afterward and declared the base Freeport 5. They keep radiation sickness at bay with a constant influx of pharmaceuticals.

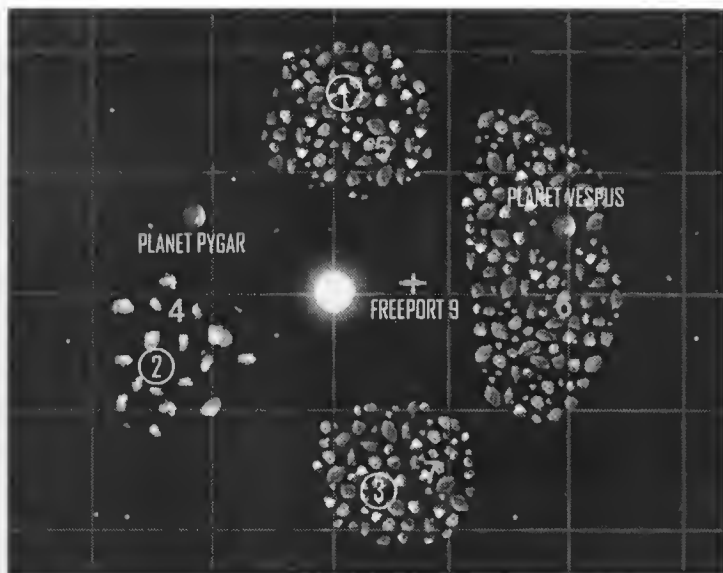
Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Zoners
Population	150; Zoners, IMG
Ships for Sale	None

Leon Base

Leon is a Corsair base. Corsairs are a well-armed, organized group of pirates engaged in a wide range of illegal activities.

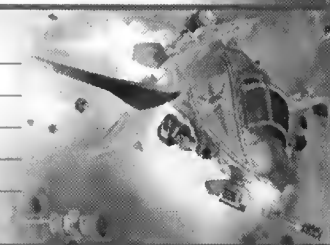
Class	Unknown
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	Corsairs
Population	Corsairs
Ships for Sale	Corsair Titan Very Heavy Fighter

Omicron Theta System



- 1 Jump Hole to Sigma-17
- 2 Jump Hole to Omega-41
- 3 Jump Hole to Omicron Gamma
- 4 Sabana Fragments
- 5 Drinoco Cloud
- 6 Amarus Cloud
- 7 Napo Cloud

Settled Planets	Pygar (limited access)
Bases	Freeport 9
Corporations	None
Criminals	Corsairs
Produces	Food, Alien Artifacts, Alien Organisms
Random Mission Difficulty	27 to 31



Freeport 9

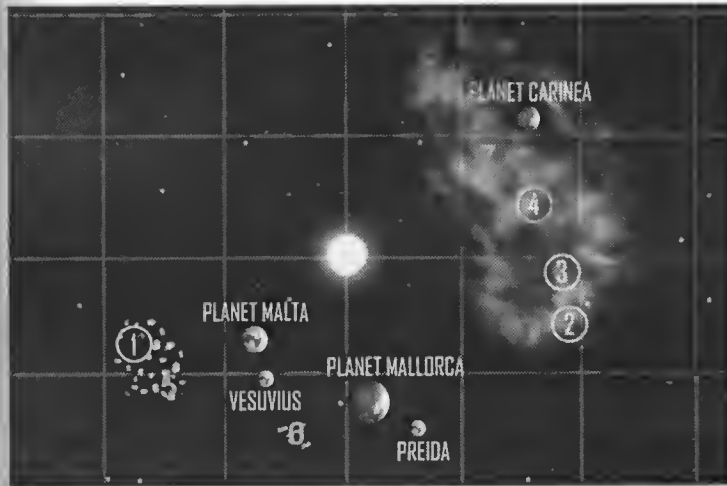
Freeport 9 is a frequent stop for criminal organizations looking to buy food from the Freeport's biodome. Cryer Pharmaceuticals has shown an intense interest in the alien organisms that colonize many of the asteroids in the system.

Class	Unknown
Gravity	Complete
Docking	Yes
Amenities	Yes
Owner	Zoners
Population	100; Corsairs, Cryer Pharmaceuticals
Ships for Sale	Civilian Eagle Very Heavy Fighter

HISPANIA

Hispania, where the descendants of the "lost" sleeper ship *Hispania* reside, comprises two systems, Omicron Alpha and Omicron Gamma, and is home to two criminal organizations, the Outcasts and the Corsairs. Anyone brave enough to enter this dangerous territory will find difficult random missions, powerful ships for sale, and a high demand for commodities at all bases. This section covers the star systems, planets, and bases within Hispania space.

Omicron Alpha System



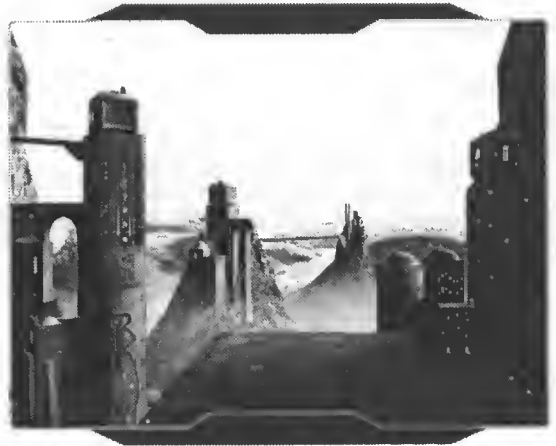
- 1 Jump Hole to Tau-37
- 2 Jump Hole to Omnicron Theta
- 3 Jump Hole to Omicron Beta
- 4 Unknown Jump Hole
- 5 Mahon Dust Cloud
- 6 Hispania Debris Field
- 7 Siniestre Cloud

Settled Planets	Malta
Bases	None
Corporations	None
Criminals	Outcasts
Produces	Oxygen, Water, Food, Cardamine
Random Mission Difficulty	35 to 39

Planet Malta

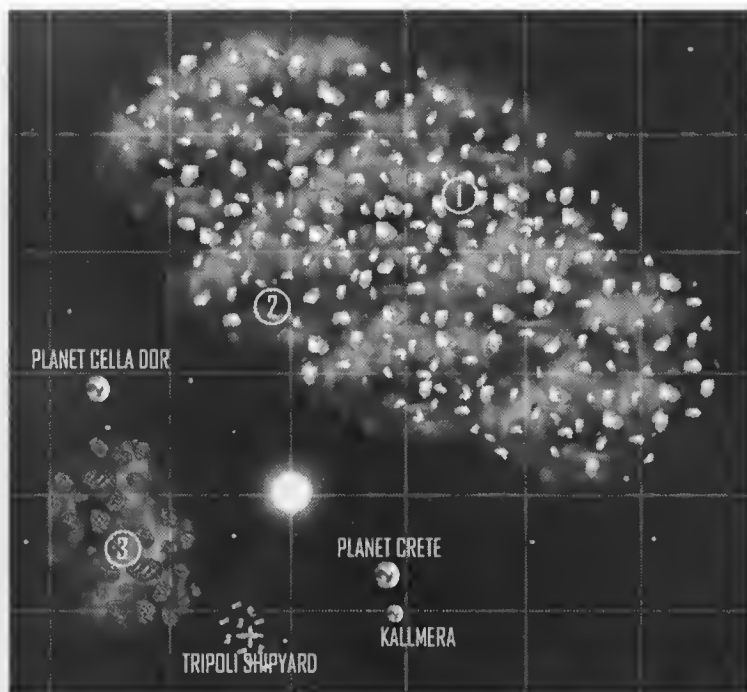
The crippled sleeper ship *Hispania* arrived in Omicron Alpha almost 800 years ago. Its passengers named their landfall planet *Malta*. It's a harsh place of acidic oceans, gray skies, and vast plains covered in a species of tall, thin, orange grass. They later learned that the grass could be rendered into a narcotic substance that they called Cardamine.

Diameter	13,534 km
Mass	6.02×10^{24} kg
Terrain	Terrestrial
Temperature	-23°C to 31°C
Escape Velocity	12.69 km/sec
Owner	Outcasts
Population	Outcasts
Ships for Sale	Border Worlds Sabre Very Heavy Fighter



Omicron Gamma System

- 1 Unknown Jump Hole
- 2 Jump Hole to Omnicron Theta
- 3 Jump Hole to Omega-41



Settled Planets	Crete
Bases	Tripoli Shipyard
Corporations	None
Criminals	Corsairs
Produces	Oxygen, Water, Artifacts
Random Mission Difficulty	35 to 39

Planet Crete

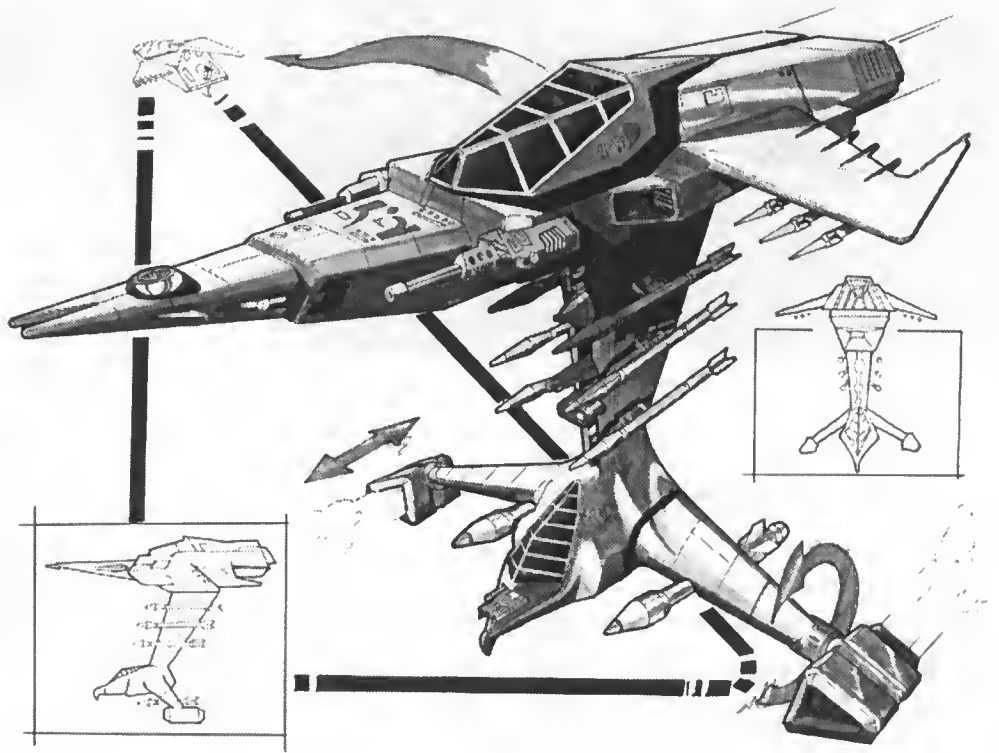
The ancestors of the Corsairs, set adrift from the crippled *Hispania*, made planetfall on Crete shortly after the other houses had arrived in the Sirius Sector. The Corsairs managed to scratch out a bleak living for four centuries. Eventually they developed a strong self-identity, isolated from the rest of the houses.

Diameter	17,609 km
Mass	7.02×10^{24} kg
Terrain	Terrestrial
Temperature	-2°C to 41°C
Escape Velocity	14.01 km/sec
Owner	Corsairs
Population	Corsairs, Zoners
Ships for Sale	Corsair Titan Very Heavy Fighter

Tripoli Shipyard


A Corsair shipyard, Tripoli has minimal capabilities. The Corsairs are a well-trained and well-armed group of pirates engaged in a wide range of illegal activities.

Class	Unknown
Gravity	Partial
Docking	Yes
Amenities	Limited
Owner	Corsairs
Population	Corsairs, Zoners
Ships for Sale	None



2

FACTIONS AND REPUTATION



The *Freelancer* universe bustles with activity. Government factions patrol star systems, fight off criminals, and help escort freighters to their destinations; corporate factions haul cargo through trade lanes from the center of Sirius space to the outskirts of the Border Worlds; and criminal factions wage war with their enemies and prey on defenseless freighters or outmatched fighter pilots. Members of all these factions control planets and bases, assign missions, and play an integral role in *Freelancer's* story-based missions.

This chapter offers descriptions and histories of all of *Freelancer's* government, corporate, criminal, and independent factions, as well as statistics for each of them. You'll discover that your actions affect your reputation within each faction, and with its allies and enemies. You'll find tables that reveal *reputation values* associated with each positive or negative action that you take with respect to one of the factions in this part of space.

FACTIONS

This section contains essential data concerning all of *Freelancer's* factions. These factions populate the *Freelancer* universe (the human colonies in the star systems of the Sirius Sector). They automatically go about their business—whether it be transporting cargo or harassing others—while you travel through their systems and do the same. You'll encounter, and work for, many of these factions during the story-based missions. Even if you ignore the story missions, you can scan the job boards in the bar on a planet or base to accept mission contracts from specific factions.

The following is an explanation of the data you'll find in the table below each faction's description.

- **Allies:** The faction's primary allegiances.
- **Enemies:** The faction's primary enemies.
- **Competitors:** A corporate faction's main competition in the marketplace.
- **Bases Owned:** Planets or bases controlled by the faction. Expect to find such a base heavily populated with faction members, and to find that faction's specific weaponry in the equipment dealer's shop. The name of each planet or base is followed by the star system in which it's found, in parenthesis.
- **Other Bases Populated:** Other planets or bases not controlled by the faction but with a population that includes faction members. The name of each planet or base is followed by the star system in which it's found, in parenthesis.
- **Ships:** Vessels, if any, used by the faction.
- **Commodities Sold:** Commodities that the faction typically sells.
- **Commodities Bought:** Commodities that the faction is known to seek.
- **Commodities Transported:** Certain factions are shippers. These are the goods they commonly carry on their trade routes.

NOTE >>>

You maintain a running reputation with each of Freelancer's factions. Many actions can affect your standing with each faction. These actions, and more information about the importance of reputation, are explained in the next section of this chapter.



Ageira Technologies

Spurred by the breakthroughs made by Valhalla Research in 44 A.S., Ageira Technologies successfully conducted the first test of a full-scale jump gate in 180 A.S. Within 35 years, Ageira Technologies was mass-producing crucial jump-gate components. In 280 A.S., Ageira Technologies introduced its next advance: the trade lane.

NOTE >>>

The Lane Hackers are former disgruntled employees of Ageira Technologies. They use their knowledge of trade-lane mechanics to disrupt supply lines.



Allies	interspace Commerce, Deep Space Engineering, Liberty Police, Liberty Navy, Liberty Security Force
Enemies	Lane Hackers, Liberty Rogues, Xenos
Competitors	Kishiro Technologies
Bases Owned	Detroit Munitions (New York), Pueblo Station (Colorado)
Other Bases Populated	Planet Los Angeles (California), Planet Denver (Colorado), Chugoku Gate Construction (Hokkaido)
Commodities Sold	Light Arms, Super Conductors, Super Alloys, Gate/Lane Parts, Terraforming Gases, Toxic Waste
Commodities Bought	Copper Sulfides, Niobium, Basic Alloys, Optical Chips, MOX, Food Rations, Water, Oxygen, Polymers, Hydrocarbons

ALG Waste Disposal

ALG Waste Disposal is based in Rheinland but operates throughout the colonies, due to its outstanding reputation for industrial cleanup. ALG recently diversified into manufacturing platforms and nuclear reactor production, leveraging their high-temperature furnace technology and knowledge of radioactive waste.

When it forced Daumann to shut down its competing reactor plant in 750 A.S., ALS emerged as the key challenger to Daumann's long-time dominance of heavy industry in Rheinland, with Kruger a distant third. One of ALS's most lucrative current operations is outside house (Rheinland colony) space—cleaning up the battlefields left over from the Eighty Years War in Sigma-13.

Allies	Gateway Shipping, Kruger Mining, Rheinland Police, Rheinland Military.
Enemies	Liberty Criminals, Rheinland Criminals, Corsairs, Outcasts, Gas Mining Guild
Competitors	Daumann Heavy Construction, Bretonia Mining and Manufacturing
Bases Owned	Dortmund Station (New Berlin), Helgoland Station (Sigma-13)
Other Bases Populated	LPI <i>Sugarland</i> (Texas)
Commodities Sold	MOX, Basic Alloys, High-Temperature Alloys, Hull Panels, Terraforming Gases
Commodities Bought	Scrap Metal, Cobalt, Boron, Toxic Waste, Hydrocarbons

Blood Dragons

The history of the Blood Dragons goes back to the fourth century. The founding members of the group were the Shogun's royal guard during the Hideyoshi family dynasty. In a bloody coup during the celebration of the revived Sakura festival in 321 A.S., the Shogun was surrounded in the palace by Samura-backed elements of the military and asked to surrender, along with the royal guard. The Shogun, humiliated by the shame he had brought his family, committed suicide.

The guards, headed by Kozue Okamura, did not acquiesce so easily. In a bloody battle, they fought their way out of the palace and retreated into the darkness of Kusari space. Here they regrouped and began a long guerrilla campaign aimed at overthrowing the Samura-controlled Kusari government.

Allies	Golden Chrysanthemums
Enemies	Kusari Police, Kusari Naval Forces, Samura Technologies, Farmers Alliance, Hogosha, Bounty Hunters Guild
Competitors	None
Based Owned	Kyoto Base (Chugoku)
Other Based Populated	Ainu Depot (Hokkaido)
Commodities Sold	N/A
Commodities Bought	Food Rations, Oxygen, Water

NOTE >>>

The Blood Dragons are loosely allied with the Golden Chrysanthemums, who provide refuge and a forward tactical base for the crews of rebel vessels in the Hakkaido system. Golden Chrysanthemum adherents also provide many of the essential commodities that the Blood Dragons need, a critical function given the complete lack of Blood Dragon landing rights within the rest of Kusari space.



Border World Exports

In 258 A.S., Global Exports officially changed its name to Border World Exports (popularly known as "Bowex") to better reflect its commitment to the Sirius Sector. Bowex continues to remain a pioneer in the exploration of the Border Worlds, funding the construction of jump gates into the uncharted systems of the Tau Sector. Glasgow, their primary base, reflects their long experience with Kusari and Bretonia trade, particularly on the Leeds-Kyushu trade route. With the rise of trade lanes, Bowex faces stiffer competition than in centuries past.

Allies	Bretonia Mining and Manufacturing, Bretonia Police, Bretonia Armed Forces, Planetform
Enemies	Criminals
Competitors	Gateway Shipping, Republican Shipping, Samura Industries, Kishiro Technologies
Bases Owned	Glasgow Outpost (Leeds)
Other Bases Populated	Planet California Minor (California), Planet New London (New London), Planet Cambridge (Cambridge), Planet Leeds (Leeds), Narita Outpost (New Tokyo), Osaka Storage Facility (Honshu), Bonn Station (New Berlin), Freiburg Station (Stuttgart), Freeport 4 (Magellan), Freistadt Base (Omega-7), Freeport 6 (Tau-29), Planet Harris (Tau-31), Holman Outpost (Tau-31)
Commodities Sold	N/A (shipper)
Commodities Bought	N/A (shipper)
Commodities Transported	Basic Alloys, Hull Panels, Gold, Food Rations, Polymers, Terraforming Gases, H-Fuel, Oxygen, Water

Bounty Hunters Guild

The abundance of criminals concentrated in the Texas system, along with its position at the crossroads of the underground jump hole network, has made Planet Houston the home base of the Bounty Hunters Guild. A free-lance "dark side" version of the Liberty Police, the Bounty Hunters explore far and wide in search of bad guys.

Originally, the Bounty Hunters' bread and butter was taking care of mischief-makers within Liberty space: escaped prisoners, Liberty Rogues, Lane Hackers, and other criminals. More recently, however, the Bounty Hunters' scope and expertise has made them the Bretonian and Rheinland authorities' force of choice for the tracking and elimination of troublesome terrorists or the capture of escaped prisoners. House Kusari even allows them into the Shikoku system, using them to track down and deal with troublesome elements.

Allies	None
Enemies	Criminals
Competitors	N/A
Bases Owned	Sheffield Station (Manchester)
Other Bases Populated	Planet Houston (Texas), LPI <i>Huntsville</i> (Texas), LPI <i>Sugarland</i> (Texas), BPA <i>Newgate</i> (Manchester), Oeshima Station (Shikoku), Planet Hamburg (Hamburg), Vierlande Prison Station (Hamburg)
Commodities Sold	N/A
Commodities Bought	Light Arms

Bretonia Armed Forces



Like all military factions, the Bretonia Armed Forces concentrates primarily on a strong navy. The military operates several naval stations and shipyards throughout the Bretonia systems. The Bretonia Armed Forces also operates outside House Bretonia territory, protecting the colony's interests in the surrounding space claimed by the Independent Worlds and Border Worlds.

Allies	Bretonian Corporations, Bretonia Police Authority
Enemies	Mollys, Gaians, Outcasts, Corsairs, Red Hessians, Lane Hackers
Competitors	N/A
Bases Owned	Battleship <i>Suffolk</i> (New London), Battleship <i>Norfolk</i> (Cambridge), Battleship <i>York</i> (Leeds), LD-14 (Leeds), Battleship <i>Essex</i> (Dublin)
Other Bases Populated	Planet New London (New London), Southampton Shipyard (New London), Thames Outpost (New London)

Ships	Bretonia Heavy Fighter, Bretonia Gunship, Bretonia Destroyer, Bretonia Battleship
Commodities Sold	H-Fuel, Oxygen, Water, Food Rations
Commodities Bought	Oxygen, Water, Food Rations, Consumer Goods, MDX, H-Fuel, Light Arms, Gold, Engine Components

Bretonia Mining and Manufacturing

Created in 162 A.S. during the great consolidation phase of the Bretonian mining and metals industries, Bretonia Mining and Manufacturing (BMM) is a sprawling enterprise comprising semi-autonomous mining, manufacturing and smelting operations throughout Bretonian space. Originally based on Leeds, BMM moved in the fifth century to New London, a locale more befitting its importance to the Bretonian economy.

BMM, the source of several major scandals, is generally viewed by its employees as thoroughly corrupt. BMM views the Independent Miners Guild (IMG), based on Cambridge, with undisguised loathing; anyone who works for the IMG is blackballed from BMM.

Allies	Border World Exports, Bretonia Police, Bretonia Armed Forces, Planetform
Enemies	Mollys, Gaians, Outcasts, Corsairs
Competitors	Independent Miners Guild, AL6 Waste Disposal, Daumann Heavy Construction, Kruger Mining
Bases Owned	Southampton Shipyard (New London), Thames Outpost (New London), Birmingham Outpost (Manchester), Stokes Mining Station (Leeds), Graves Station (Dublin), Douglas Station (Omega-3), Tau-31 Gate Construction (Tau-23)
Other Bases Populated	Planet New London (New London), Planet Leeds (Leeds), LD-14 (Leeds)
Commodities Sold	Gold, Beryllium, MDX, Basic Alloys, Hull Panels, Super Alloys, Polymers, Hydrocarbons, Terraforming Gases, Oxygen, Water
Commodities Bought	Electronics, High-temperature Alloys, Super Conductors

Bretonia Police Authority



Officers in the Bretonia Police Authority are well trained and well armed, and the force is widely considered to be a bastion of incorruptibility. The Bretonia Police Authority owns and controls many border stations and planets throughout Bretonia space, including New London, Liverpool, and Leeds. When moving cargo through Bretonian systems, expect to be hailed by these officers as they conduct routine inspections on your hold in search of contraband, such as illegal drugs or artifacts.

Allies	Bretonian Corporations, Bretonia Armed Forces
Enemies	Mollys, Gaians, Outcasts, Corsairs, Lane Hackers
Competitors	N/A
Bases Owned	Planet New London (New London), BPA <i>Newgate</i> (Manchester), Liverpool Border Station (Manchester), Kingston Border Station (Manchester), Planet Cambridge (Cambridge), Planet Leeds (Leeds), Durham Border Station (Leeds), Aberdeen Border Station (Edinburgh)
Other Bases Populated	N/A other than bases owned
Ships	Bretonia Light Fighter, Prison Ships, Armored Transports
Commodities Sold	H-Fuel, Oxygen, Water, Food Rations
Commodities Bought	Oxygen, Water, Food Rations, Consumer Goods, H-Fuel, Side Arms, Engine Components

Bundschuh

Founded by a group of New Berlin University students in 679 A.S., the Bundschuh movement had much support among the liberal elite on the planet, who were tired of the government corruption that had led them to financial ruin near the end of the Eighty Years War. During the Dresden rebellion of 700 A.S., the Bundschuh took its first official action—shipping supplies “liberated” from Planet Frankfurt to the Kruger and Daumann rebels.

The Bundschuh have always looked to the Unioners, LWB, and Red Hessians, as well as disgruntled workers from Republican Shipping, Daumann Heavy Construction, and Kruger Mining, for possible recruits. So they maintain a distinct note of neutrality toward the criminal groups, although the Bundschuh finds the Red Hessian practice of indiscriminate piracy distasteful.

Allies	None
Enemies	Daumann Heavy Construction, Kruger Mining, Rheinland Police, Rheinland Military, Bounty Hunters Guild, Gas Mining Guild, Outcasts
Competitors	None
Bases Owned	Bruschal Base (Frankfurt)
Other Bases Populated	N/A other than bases owned
Commodities Sold	Diamonds
Commodities Bought	Oxygen, Water, H-Fuel, Food Rations

Corsairs

No one is entirely sure who first nicknamed the group the *Corsairs*, recalling the ancient pirate clans of the Mediterranean, but the name came into popular use among the houses sometime around 500 A.S. The Corsairs attacked and plundered unprotected outposts and ships, taking whatever supplies and equipment they could lay their hands on, before escaping through one of their secret jump holes.

NOTE >>>

The primary Corsair artifact-smuggling route goes to Sigmo-19, where artifacts are traded with the Hagasho aboard the Hawaii. The raiders also have opened up a route into Rheinland via the Junker base at Yanagi Depot in Sigmo-13 space. The Corsairs also have invaded Bretania in order to reach the Junkers' Trafalgar Base, near New Landon.



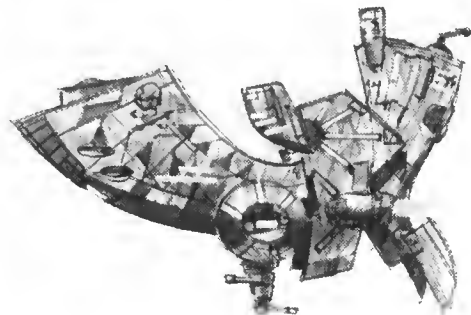
NOTE >>>

The Bundschuh secret base on Frankfurt is routinely used as a staging ground for operations on New Berlin and elsewhere. They do raid a ship an accasion far supplies, preferably Samura or Kishira vessels, as they have na mare lave for Kusari than daes the rest of Rheinland.

The Bundschuh avoid the artifact trade, preferring ta swipe a few diamonds fram the Kruger field an Dresden as needed.



In the sixth century A.S., an enterprising—and well-armed—Liberty freelancer named Jim Bown made his way into Omicron Gamma space with consumer goods to trade. The Corsairs, needing supplies, decided to trade, but could offer little but artifacts. A year later, Bown returned to his home, Liberty Space. Those Corsair trinkets were all the rage with the Planet Manhattan elite! The Corsairs were on their way; the group grew rapidly in size and sophistication as they built up the artifact trade.



Allies	None
Enemies	Red Hessians, Gas Mining Guild, Outcasts, Mollys, Independent Miners Guild, Bounty Hunters Guild, House Corporations, House Police, House Militaries
Competitors	Red Hessians
Bases Owned	Cadiz Base (Omega-5), Leon Base (Omega-4I), Planet Crete (Omicron Gamma), Tripoli Shipyard (Omicron Gamma)
Other Bases Populated	Freeport 9 (Omicron Theta), Luxury Liner Hawaii (Sigma-I9), Yanagi Depot (Sigma-13)
Commodities Sold	Artifacts
Commodities Bought	Food Rations, H-Fuel, Oxygen, Water, Light Arms, Consumer Goods, Hull Panels, Engine Components, Electronics, MDX, Polymers

Cryer Pharmaceuticals

A relatively new addition to the long line of Liberty companies, Cryer Pharmaceuticals is a promising young upstart. While it holds several significant patents, Cryer has not perfected its ultimate product: an anti-aging drug based on Cardamine. Rumors abound that with substantial backing from the Liberty elite, Cryer is financing a number of expeditions to the Border Worlds in search of genetic material from alien flora and fauna that may provide the ultimate solution.

Allies	Liberty Police, Liberty Navy, Liberty Security Force, Liberty Corporations
Enemies	Outcasts, Criminals
Competitors	Samura Industries
Bases Owned	Cambridge Research Station (Cambridge), Atka Research Center (Sigma-I7)
Other Bases Populated	Planet Denver (Colorado), Freeport 9 (Omicron Theta)
Commodities Sold	Pharmaceuticals
Commodities Bought	Alien Organisms, Food Rations, Water, Oxygen, Polymers, Hydrocarbons

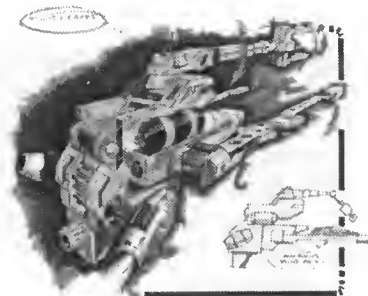
Daumann Heavy Construction

Daumann Heavy Construction (DHC) dominates New Berlin's industrial landscape. DHC operates the Oder Shipyard, which produces Rheinland navy and commercial mining ships. DHC's primary facility and headquarters in the Ring produces everything from high-temperature engine parts, construction machinery, and ship hull panels to advanced weapons for the military. The Ring's products are exported to shipyards and manufacturing facilities across the Sirius Sector.

Allies	Rheinland Police, Rheinland Military, Republican Shipping
Enemies	Red Hessians, Bundschuh, LWB, Unioners, Corsairs
Competitors	Kruger Mining, Independent Miners Guild, Bretonia Mining and Manufacturing, ALG Waste Disposal
Bases Owned	The Ring (New Berlin), Planet Holstein (Frankfurt), Leipzig Mining Station (Dresden), Rugen Station (Omega-3), Briesen Mining Station (Omega-7), Solarius Station (Omega-11)
Other Bases Populated	Oder Shipyard (New Berlin)
Commodities Sold	Copper Sulfides, High-temperature Alloys, Silver, Combat, Hydrocarbons, Polymers, Engine Components, Toxic Waste, Terraforming Gases, Fertilizers, Light Arms, Boron
Commodities Bought	Basic Alloys, Super Alloys, Electronics, Beryllium, Food Rations, Oxygen, Water, Super Conductors, Niobium

Deep Space Engineering

Deep Space Engineering (DSE) is the brawn of Liberty industry. DSE builds the space stations, the military ships, the processing facilities, and—most important—the jump gates and trade lanes, under special contract from Ageira Technologies. All construction is done under the close inspection of an Ageira supervisor, and all key components are delivered as “black boxes” that are simply plugged in at the appropriate places. These black-box components are constructed to defeat scanning attempts, and will self-destruct if any attempt is made to open them.



Allies	Liberty Police, Liberty Navy, Liberty Security Force, Liberty Corporations
Enemies	Lane Hackers, Outcasts, Criminals
Competitors	Daumann Heavy Construction, Samura Industries, Bretonia Mining and Manufacturing
Bases Owned	Planet Pittsburgh (New York), Baltimore Shipyard (New York), Chugoku Gate Construction (Hokkaido)
Other Bases Populated	Norfolk Shipyard (New York), Roppongi Station (New Tokyo), Ames Research Station (Kepler), Tau-31 Gate Construction (Tau-23)
Commodities Sold	Construction Machinery, Consumer Goods, Boron, Fertilizers
Commodities Bought	Super Alloys, Super Conductors, Engine Components, Hull Panels, Optical Chips, Beryllium, Electronics, Polymers, MOX, Oxygen, Water, H-Fuel, Boron

Farmers Alliance

When Synth Foods, Inc., became an overnight success in the urban areas of planets Honshu and New Tokyo, the demand for expensive Kyushu food dropped quickly. Many independent farmers were forced out of business. Feeling betrayed, some of the farmers organized the Farmers Alliance, a militant group that lobbies for “farmer’s rights”—which include such things as government subsidies and restrictions on the sale of foreign foods in Kusari space. In fact, the Farmers Alliance generally is opposed to foreign influence of any kind, particularly the trade lanes that have so damaged its livelihood.

Samura Industries uses the Farmers Alliance for much of its dirty work, attacking foreign shippers, Synth Foods, and even Kishiro Technologies on occasion. The Farmers Alliance approves of the Hogosha, as it represents the “traditional” criminals of Kusari that at least are considered part of society. The alliance abhors the Golden Chrysanthemums and their disgusting drug habit, however, and it views the Blood Dragons with suspicion, since their ally Samura is against the Dragons.

Allies	None
Enemies	Synth Foods, Blood Dragons, Golden Chrysanthemums, Outcasts, Foreign Corporations
Competitors	None
Bases Owned	Kagoshima Depot (Kyushu)
Other Bases Populated	Planet Kyushu (Kyushu)
Commodities Sold	N/A
Commodities Bought	H-Fuel, Light Arms, Oxygen, Water

Gaians

The Gaians are a terrorist faction opposed to any alteration to the natural environment of a planet—specifically through terraforming. They’ve made little progress outside Bretonian space, but their propaganda is a common sight within those systems. Over the years, the movement has broadened considerably; the majority of its sympathizers are environmentally conscious individuals throughout Bretonia.

The sole Gaian base lies deep within the Islay Ice Cloud at the “northeastern” edge of the Edinburgh system. From here, the eco-terrorists coordinate attacks on their enemies within Bretonian space and the Tau-31 system. Occasionally, they raid the center of all Gaian evil—the headquarters of Planetform, Inc., on Canterbury Station in the New London system. Ironically, although they have strong Cambridge roots they’re not active in that system.

Allies	None
Enemies	Planetform, Bretonia Mining and Manufacturing, Orbital Spa and Cruise Lines, Bretonia Police, Bretonia Armed Forces, Bounty Hunters Guild
Competitors	None
Bases Owned	Islay Base (Edinburgh)
Other Bases Populated	N/A other than bases owned
Commodities Sold	N/A
Commodities Bought	Food Rations, H-Fuel

Gas Mining Guild

The Gas Mining Guild (GMG) is a tight-knit professional organization that acts as the primary supplier of H-Fuel to the four major houses. Even years after the Eighty Years War, the GMG still prohibits Rheinlander mining companies from entering the Sigma systems. (Only ALG Waste Disposal and Republican Shipping vessels are allowed.) The Corsairs are beginning to encroach on GMG territory, bypassing their traditional artifact trade with the GMG to go directly to the Hogosha, which pays better prices. Corsair attacks on gas miners are relatively infrequent within Sigma-13 space, as the GMG has plenty of firepower.

Allies	None
Enemies	Rheinland Police, Rheinland Military, Corsairs, Hogosha, Outcasts, Kruger Mining, Bundschuh
Competitors	None
Bases Owned	Aomori Station (Honshu), Gas Miner <i>Naha</i> (Sigma-13), Gas Miner <i>Ogashawa</i> (Sigma-19)
Other Bases Populated	Planet Honshu (Honshu), Osaka Outpost (Honshu).
Commodities Sold	Oxygen, H-Fuel
Commodities Bought	Food Rations, Consumer Goods

Gateway Shipping



Gateway Shipping has formed a strategic alliance with the Independent Miners Guild within Bretonia and the Border Worlds. Gateway hauls the guild’s valuable shipments of niobium, gold, beryllium, silver, copper sulfides, and cobalt to various destinations in Rheinland and Liberty. The bulk of Gateway’s cargo, however, is decidedly unglamorous: low-margin food, pharmaceuticals, oxygen, water, fertilizers and H-Fuel headed for free ports in the Tau and Omega systems bordering Bretonia.

Allies	ALG Waste Disposal, Independent Miners Guild, Planetform
Enemies	Corsairs, Outcasts, Mollys, Liberty Rogues, Lane Hackers, Junkers, Hogosha, Farmers Alliance
Competitors	Border World Exports, Republican Shipping, Samura Industries, Universal Shipping, Kishiro Technologies
Bases Owned	Kensington Shipping Platform (New London)
Other Bases Populated	Cardiff Mining Station (Cambridge), Narita Outpost (New Tokyo), Osaka Storage Facility (Honshu), Bonn Station (New Berlin), Freiburg Station (Stuttgart), Freeport 4 (Magellan), Freistadt Base (Omega-7), Freeport 6 (Tau-29)

Commodities Sold	N/A (shipper)
Commodities Bought	N/A (shipper)
Commodities Transported	Beryllium, Water, Oxygen, Niobium, Food Rations, Copper Sulfides, Cobalt, Silver, Pharmaceuticals, Fertilizers, Gold, H-Fuel

Golden Chrysanthemums

Most scholars date the start of this terrorist group to the publication of "Golden Chrysanthemum in Bloom" in 642 AS. The author, Yuyu Matsuda, was a young but critically acclaimed poet. Charismatic and well spoken, she had a considerable following among young Kusari women who found their lives lacking in direction, but were reluctant to become married and fulfill their traditional role in Kusari society. Matsuda decried what she saw as the corruption of the Kusari male-dominated culture, and preached a revolution led by the long-suffering women of Kusari. "Golden Chrysanthemum in Bloom" went on to become a best seller.

NOTE >>>

The Golden Chrysanthemums are generally intolerant of Kusari society, though not above dealing with them when necessary. In particular, the organization is always in need of Cordomine. This need has driven them into the embrace of the Outcasts in Tou-23. The Golden Chrysanthemums have become the defacto drug runners of Kusari space, distributing Cordomine in New Tokyo via Roppongi Station.



Neither as well armed as the Blood Dragons nor as influential as the Hogosha, the Golden Chrysanthemums have been more of an irritant to the government than an actual threat.

Allies	Blood Dragons, Outcasts
Enemies	Kusari Police, Kusari Naval Police, Samura Technologies, Farmers Alliance, Hogosha, Bounty Hunters
Competitors	Hogosha
Bases Owned	Ainu Depot (Hokkaido)
Other Bases Populated	Roppongi Station (New Tokyo)
Commodities Sold	Cardamine
Commodities Bought	Side Arms, Oxygen, Food, Water

Hogosha

The Hogosha handles artifact and gun smuggling, the fencing of stolen goods, and occasional dirty work for Samura. The Hogosha views the Blood Dragons as a major threat to its existence and has engaged in turf wars with them, mostly in the asteroid fields of Tokyo space. The Golden Chrysanthemums are a new problem, as they have few qualms about the drug trade or its consequences. Since they have no corruptible leaders or long associations with Samura, the Kusari government, or the police, The Golden Chrysanthemums, like the Blood Dragons, are dangerous to the Hogosha way of life.

NOTE >>>

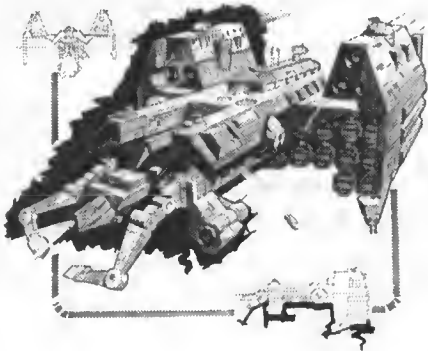
The Hogosha recently arranged to purchase artifacts directly from the Corsairs on the cruise ship Hawaii, a move that has infuriated the Gos Mining Guild, which formerly served as the middleman between the two crime syndicates. It also has raised the ire of the Liberty Security Force, which applied pressure on Orbitol Spo to deny landing privileges to the two factions.



Allies	None
Enemies	Golden Chrysanthemums, Blood Dragons, Junkers, Gas Mining Guild, Outcasts, Xenos
Competitors	Xenos, Junkers, Golden Chrysanthemums
Bases Owned	Kabukicho Depot (New Tokyo)
Other Bases Populated	Leiden Base (Galileo), Luxury Liner <i>Hawaii</i> (Sigma-19)
Commodities Sold	Artifacts, Light Arms
Commodities Bought	Artifacts, Light Arms, Oxygen, Water, Food Rations

Independent Miners Guild

The Independent Miners Guild (IMG) can be traced to Bretonia, home of most of the guild's original members. Its core formed in Dublin during the days following the Founders Day revolt. Maintaining a substantial presence on the Battleship *Haad*, the IMG is sympathetic to the Mollys, although its members have chosen a more pragmatic path in order to remain legal within Bretonia space.



NOTE >>>

As the IMG has expanded to the Border Worlds, it has come into increasing conflict with the Corsairs and Outcasts. These two groups are very uneasy at having miners poking around their backyards, even if it's the IMG. This has led to spat attacks and ambushes on the IMG near Tau-23, Tau-37 (niabium) and Omega-41 (diamond mining).



Allies	Gateway Shipping, ALG Waste Disposal
Enemies	Corsairs, Outcasts
Competitors	Bretonia Mining and Manufacturing, Kruger Mining, Daumann Heavy Construction
Bases Owned	Cardiff Mining Station (Cambridge), Battleship <i>Haad</i> (Dublin), Freeport 4 (Magellan), Freistadt Base (Omega-7), Java Mining Station (Tau-23), Holman Outpost (Tau-31), Falkland Station (Tau-37)
Other Bases Populated	Bautzen Mining Station (Dresden), Freeport 10 (Tau-37), Freeport 5 (Omega-41)
Commodities Sold	Niobium, Gold, Water, Oxygen, Beryllium, Copper Sulfides, Silver, Cobalt, Diamonds
Commodities Bought	Mining Machinery, Food Rations, H-Fuel, Water, Oxygen, Consumer Goods

Interspace Commerce

In 218 A.S., as mass production of jump gates moved into high gear, funding became an issue for many foreign corporate and government entities that wished to finance jump routes of their own. To encourage construction, Ageira Technologies and Deep Space Engineering capitalized a wholly independent entity, Interspace Commerce (IC), to offer loans and assist in the financing of jump-gate construction. By 350 A.S., IC became the primary financier of trade lanes for the other houses.

In a joint venture, IC and Ageira Technologies recently developed a new real-time scanner system, called Universal Ship Identification (USI), that can be installed in jump gates and trade lanes. It allows IC to track shipments and levy tariffs appropriately. Some houses suspect that IC is using this data to gain a competitive advantage, but so far, nothing can be proven. The Lane Hackers' illegitimate use of the technology infuriates IC, which has put the Hackers on its "most-wanted" list.

Allies	Liberty Security Force, Liberty Navy, Liberty Corporations
Enemies	Lane Hackers, Outcasts, Criminals
Competitors	None
Bases Owned	Newark Station (New York), Roppongi Station (New Tokyo), Bonn Station (New Berlin)
Other Bases Populated	Planet Manhattan (New York), Planet Denver (Colorado), Sheffield Station (Manchester), Glasgow Outpost (Leeds).
Commodities Sold	N/A
Commodities Bought	Food Rations, Water, Oxygen, H-Fuel

Junkers

Where there is junk, there are the Junkers. They've been around since the earliest days of the trade lanes. Descended from the working classes, Junkers developed within each house's star systems as a sort of necessary evil, handling the dirty work that no one else would. They do well salvaging valuable materials from the ever-increasing debris fields throughout the Sirius Sector, with the notable exception of Kusari space. To this day they are held at bay by the Hogosha.

NOTE >>>

Liberty actually boasts the largest number of Junkers in the sector, with large numbers of Junkers in the New York system and smaller enclaves near Texas. The Junkers' base in the Jersey debris field also is one of the main sources of drugs in the New York system. It's a distribution point for both Manhattan and Pittsburgh.



Allies	None
Enemies	Hogosha, Xenos, House Corporations
Competitors	Xenos, Hogosha
Bases Owned	Rochester Base (New York), Beaumont Depot (Texas), Trafalger Depot (New London), Kreuzberg Depot (New Berlin), Yanagi Depot (Sigma-13)
Other Bases Populated	Dortmund Station (New Berlin)
Commodities Sold	Everything
Commodities Bought	Everything

Kishiro Technologies

Katsuhiro Kishiro founded Kishiro Technologies a few years after Samura Industries was formed. After making early key biotech discoveries that saved Kusari from an imminent food crisis, Kishiro Technologies switched focus and gambled on the nascent electronics industry.

While most houses initially focused on low-tech, but readily available technologies early in their development, Kishiro realized that if he could take the lead in developing electronics, then everyone—including Samura—would have to buy Kishiro products or lose out to those companies that did. For the next several decades, Kishiro suffered numerous setbacks and became the punch line to numerous jokes among bureaucrats and other business people. Luckily, the shogun Hideyoshi realized what an early lead in electronics could mean for House Kusari, and provided substantial government support to Kishiro.

Allies	Kusari Naval Forces, Gas Mining Guild
Enemies	Xenos, Criminals
Competitors	Samura Industries, Daumann Heavy Construction, Ageira Technologies, Republican Shipping, Border World Exports, Deep Space Engineering
Bases Owned	Shinagawa Station (New Tokyo), Yukawa Shipyard (Honshu), Nago Station (Tau-29)
Other Bases Populated	Planet Denver (Colorado), Planet New Tokyo (New Tokyo), Oeshima Station (Shikoku), Planet Honshu (Honshu), Kansai Research Station (Honshu), Aitona Outpost (Hamburg), Mainz Storage Facility (Frankfurt), Gas Miner <i>Ogashawa</i> (Sigma-19), Holman Outpost (Tau-31)
Ships	Small Transport, Kusari Freighter, Heavy Lifter, Repair Ship, Combat Support Vehicle
Commodities Sold	Polymers, Optical Chips, Electronics, H-Fuel, Engine Components
Commodities Bought	Basic Alloys, High-temperature Alloys, Boron, Beryllium, Super Conductors, Engine Components, MOX, Gold

Kruger Mining

Kruger is a proud family company, going back generations within Rheinland. Focused on mining, it also diversified into machinery early on, operating a plant on New Berlin that produces drill bits, crushers, and grinders. At the height of its power, Kruger Mining expanded into Gas Miners Guild territory in search of the "crow" gases, which it felt would ensure its long-term survival in the company of the giant Daumann Heavy Construction. It was disastrous for the company, which lost millions in non-insurable destroyed ships and equipment. Kruger Mining now is a weakened entity, slipping into obscurity.

Allies	Rheinland Police, Rheinland Military, ALG Waste Disposal
Enemies	Red Hessians, Bundschuh, Gas Mining Guild, Criminals
Competitors	Daumann Heavy Machinery, Independent Miners Guild, Gas Miners Guild
Bases Owned	Essen Station (New Berlin), Mannheim Station (Frankfurt), Bautzen Mining Station (Dresden), Elbich Mining Station (Omega-7)
Other Bases Populated	Dortmund Station (New Berlin)
Commodities Sold	Mining Machinery, Basic Alloys, Silver, H-Fuel, Oxygen, Water
Commodities Bought	Food Rations, Water, Oxygen, H-Fuel

Kusari Naval Forces



Kusari Naval Forces is a highly efficient organization, and it possesses all of the considerable technological advantages conferred by Kusari industry. Like all military factions, Kusari Naval Forces concentrates mostly on maintaining a strong navy, and operates several stations and shipyards throughout the Kusari systems. Naval Forces also operates outside Kusari territory, protecting the interests of its house in the surrounding Independent Worlds and Border Worlds.

Allies	Kishiro Technologies, Samura Industries, Kusari Police
Enemies	Blood Dragons, Corsairs, Outcasts, Golden Chrysanthemums, Lane Hackers, Liberty Rogues, Xenos
Competitors	N/A
Bases Owned	Battleship <i>Myako</i> (Shikoku), Battleship <i>Nagumo</i> (Kyushu), Nansei Research Station (Kyushu), Kansai Research Station (Honshu), Battleship <i>Matsumoto</i> (Hokkaido)
Other Bases Populated	Planet New Tokyo (New Tokyo), Yokohama Shipyard (New Tokyo), Planet Kyushu (Kyushu), Planet Honshu (Honshu).
Ships	Kusari Heavy Fighter, Kusari Gunship, Kusari Destroyer, Kusari Battleship
Commodities Sold	H-Fuel, Oxygen, Water, Food Rations
Commodities Bought	Oxygen, Water, Food Rations, Consumer Goods, MDX, H-Fuel, Light Arms, Engine Components

Kusari State Police



The Kusari State Police is a disciplined force of career personnel assigned to guard the borders of Kusari space and protect Kusari commercial interests. The Kusari State Police controls planets and border stations throughout Kusari space. When you are moving cargo through Kusari systems you can expect to be hailed by these officers as they conduct routine inspections of your hold in search of contraband, such as illegal drugs or artifacts.

Allies	Kusari Naval Forces, Samura Industries
Enemies	Blood Dragons, Golden Chrysanthemums, Outcasts, Liberty Rogues, Corsairs, Lane Hackers
Competitors	None

Bases Owned	Planet New Tokyo (New Tokyo), Fuchu Prison Station (Shikoku), Ohashi Border Station (Shikoku), Planet Kyushu (Kyushu), Planet Honshu (Honshu), Akita Border Station (Honshu), Sapporo Station (Hokkaido)
Other Bases Populated	N/A other than bases owned
Ships	Kusari Light Fighter, Prison Ship, Armored Transport
Commodities Sold	H-Fuel, Oxygen, Water, Food
Commodities Bought	Oxygen, Water, Food, Consumer Goods, H-Fuel, Light Arms, Engine Components

Lane Hackers

Most Lane Hackers are former Ageira Technologies employees from Planet Los Angeles who helped to create the extremely complex scanning and database system known as USI (Universal Ship Identification). Since departing the company rather acrimoniously in 750 A.S., they have become a growing problem in the Independent Worlds.

Lane Hackers like to frequent Freeport 4 and the Ames Research Station, as their asteroid bases within the clouds can become claustrophobic. Their Cardamine addiction forces the Hackers to deal with the Outcasts, exchanging trade-lane info for the drug. The Lane Hacker base off Galileo is a key transfer point for smuggled goods between Kusari and Liberty. This is especially true for the artifact trade, which the Hogosha dominates. The Lane Hackers have also been spotted in Colorado space, leading authorities to speculate that there might be multiple jump-hole routes into that system from the Independent Worlds.

Allies	Liberty Rogues, Outcasts
Enemies	House Police, House Militaries, Interspace Commerce, Ageira Technologies, Xenos, Bounty Hunters Guild
Competitors	Xenos
Bases Owned	Mactan Base (Magellan), Leiden Base (Galileo)
Other Bases Populated	N/A other than bases owned
Commodities Sold	N/A
Commodities Bought	Cardamine, Food, Oxygen, Water, H-Fuel

Liberty Navy



The Liberty Navy is responsible for protecting the economic well-being of Liberty through military force. Like all military factions, the Liberty Navy concentrates mostly on maintaining a strong naval force, and operates several stations and shipyards throughout the Liberty systems. The Liberty Navy also operates outside House Liberty territory, protecting the colony's interests in the surrounding Independent Worlds.

Allies	Liberty Police, Liberty Security Force, Liberty Corporations
Enemies	Liberty Rogues, Lane Hackers, Outcasts, Xenos, Unioners
Competitors	None
Bases Owned	Battleship <i>Missouri</i> (New York), Norfolk Shipyard (New York), West Point Military Academy (New York), Battleship <i>Yukon</i> (California), Research Station <i>Willard</i> (California), Battleship <i>Rio Grande</i> (Colorado), Battleship <i>Mississippi</i> (Texas)
Other Bases Populated	Planet Manhattan (New York), Planet Los Angeles (California), Planet Denver (Colorado)
Ships	Liberty Heavy Fighter, Liberty Cruiser, Liberty Dreadnaught
Commodities Sold	H-Fuel, Oxygen, Water, Food Rations
Commodities Bought	Oxygen, Water, Food Rations, Consumer Goods, MOX, H-Fuel, Light Arms, Engine Components

Liberty Police



Liberty Police is a private company that handles the policing of Liberty space, interdicting contraband and preventing attacks on civilian and commercial traffic. Liberty Police oversees the planets, border stations, and prisons within Liberty space. Expect to be scanned by police vessels when moving cargo through Liberty space.

Allies	Liberty Security Force, Liberty Navy, Liberty Corporations
Enemies	Liberty Rogues, Xenos, Outcasts
Competitors	None
Bases Owned	Planet Manhattan (New York), Fort Bush (New York), Planet Los Angeles (California), San Diego Border Station (California), Planet Denver (Colorado), Planet Houston (Texas), Huntsville Prison Station (Texas), LPI <i>Sugarland</i> (Texas)
Other Bases Populated	Planet Pittsburgh (New York), Baltimore Shipyard (New York)
Ships	Liberty Light Fighter, Prison Ships, Armored Transports
Commodities Sold	H-Fuel, Oxygen, Water, Food Rations
Commodities Bought	Oxygen, Water, Food Rations, Consumer Goods, H-Fuel, Light Arms, Engine Components, Cardamine

Liberty Rogues

The Rogues are a product of more than two centuries of systematic deportation of lower-class criminals from the Liberty planets of Manhattan, Denver, and Los Angeles. Sent to prison planets in the Texas system, many of them end up on Houston upon release. Some stay straight and join the population, scratching out a living; the rest return to their life of crime, often ending up vaporized by a pursuing Liberty Police patrol or back in prison for longer stretches, manning the prison factories that are the economic lifeblood of the Texas system.

Allies	Lane Hackers, Outcasts
Enemies	House Police, House Militaries, House Corporations, Bounty Hunters, Xenos
Competitors	None
Bases Owned	Buffalo Base (New York), Alcatraz Base (California), Dawson Depot (Hudson), Montezuma Depot (Cortez)
Other Bases Populated	Rochester Base (New York), Beaumont Base (Texas), Leiden Base (Galileo)
Commodities Sold	Cardamine
Commodities Bought	Light Arms, Food Rations, H-Fuel, Oxygen, Water, Cardamine

NOTE >>>

The primary Liberty Rogue base is Buffalo Base, deep within the New York Badlands. Secondary bases are in the Whitney Asteroid Field near Colifornio, the Reppu Cloud in Galileo space, the Corcovodo Field off Cortez, and the Wrongell Field near Hudson. Rogues also are frequent visitors to Junker and Lone Hocker bases.



Liberty Security Force

The Liberty Security Force (LSF) is the intelligence branch of the Liberty Armed Forces, operating in secrecy to ensure the free flow of goods and services within the Liberty economy.



Allies	Liberty Police, Liberty Navy, Liberty Corporations
Enemies	Liberty Rogues, Outcasts, Corsairs, Red Hessians, Unioners, Xenos
Competitors	None
Bases Owned	N/A
Other Bases Populated	Planet Manhattan (New York), Fort Bush (New York)

Ships	Liberty Light Fighter, Armored Transports, Civilian Starflier
Commodities Sold	H-Fuel, Oxygen, Water, Food Rations
Commodities Bought	Oxygen, Water, Food Rations, Consumer Goods, H-Fuel, Light Arms, Engine Components

LWB

In a secret deal during the war, the Rheinland government borrowed huge sums from House Liberty. Facing default on their loans, they were forced to offer something to Liberty. Synth Foods, Inc., wanted complete access to Stuttgart, which Rheinland granted in exchange for renegotiated terms. Immediately Synth Foods moved in, buying out huge numbers of nearly bankrupt Stuttgart farmers.

The once-proud Stuttgart farmers were reduced to indentured servants. They tried to fight back legally in the courts but soon discovered that its influence had been sold to a higher bidder. Finally, in what some called an act of desperation, the more radical elements left Stuttgart and founded the Landwirtrechtbewegung—or farmers' rights movement—referred to simply as the LWB.

Allies	Red Hessians
Enemies	Synth Foods, Rheinland Police, Rheinland Military, Bounty Hunters Guild, Corsairs
Competitors	None
Bases Owned	Darmstadt Depot (Stuttgart)
Other Bases Populated	Planet Stuttgart (Stuttgart)
Commodities Sold	H-Fuel, Oxygen, Water
Commodities Bought	N/A

Mollys

Already used to a life in which the mortality rate over five years was nearly 80 percent, the Mollys—a group of former miners—are cunning, brutal, suspicious, and vindictive. Despite few tangible victories in their effort to free the Dublin system from control of House Bretonia, they've still managed to fight a vastly superior military force to a near-standstill.

The Mollys have maintained this standoff with almost textbook guerilla tactics, striking quickly and decisively at arbitrary military targets throughout Bretonian space, using distractions, ambushes, and booby-traps to outfox their pursuers before slipping through secret gravity holes or disappearing into heavily mined asteroid fields. Asteroid and ice fields are the natural environment of the Mollys, and they take to them as a hunter takes to the forest.

Allies	None
Enemies	Bretonia Police, Bretonia Armed Forces, Bretonia Mining and Manufacturing, Corsairs, Bounty Hunters Guild, Border World Exports, House Shippers
Competitors	None
Bases Owned	Arranmore Base (Dublin)
Other Bases Populated	Trafalger Depot (New London), Battleship Hood (Dublin)
Commodities Sold	Gold
Commodities Bought	Light Arms, Food Rations, MOX, H-Fuel

Orbital Spa and Cruise Lines

Orbital Spa and Cruise Lines operates an array of resorts and luxury liners throughout the Sirius Sector. As trade lanes and jump gates opened up the Border Worlds, Orbital Spa and Cruise expanded into the eco-adventure cruise market, building huge ships to explore the wild frontiers of known space in Edinburgh and Sigma-19. Planet Curacao remains headquarters of Orbital to this day, as the company prefers to keep its distance from Liberty, allowing it to coexist with many factions in the border and edge worlds.

The company relies heavily on freelancers to supply it with food, haul tourists, and act as guides into the wilds. Criminal cartels also use the facilities for the contraband trade. This is especially true of the cruise ships, whose destinations often sit directly astride the drug- and artifact-smuggling routes of the Corsairs and Outcasts.

Allies	Liberty Security Force, Liberty Navy, Liberty Corporations
Enemies	Gaians, Outcasts, Criminals
Competitors	None
Bases Owned	Luxury Liner <i>Shetland</i> (Edinburgh), Planet Baden Baden (Stuttgart), Planet Curacao (Cortez), Luxury Liner <i>Hawaii</i> (Sigma-19)
Other Bases Populated	Baltimore Shipyard (New York)
Commodities Sold	Luxury Goods, Artifacts
Commodities Bought	Luxury Foods, Luxury Goods, Oxygen, Water, Food Rations, Artifacts

Outcasts

The Outcasts conduct a lucrative drug-smuggling operation, using a network of secret jump holes to escape detection and transport their product into the hearts of Bretonia, Rheinland, and Liberty. Their primary partners in crime are the poorly organized and not-too-quick Liberty Rogues, who are now addicted to Cardamine and totally dependent on their Outcast masters.

The money is then used to buy power and influence throughout the Sirius Sector. The Outcasts oversee a shadowy network of bribes and blackmail that rises to the highest levels of government, and through which they can stifle potential competition or stonewall the authorities.

Allies	Lane Hackers, Golden Chrysanthemums, Liberty Rogues
Enemies	House Corporations, House Police, House Militaries, Corsairs, Independent Miners Guild, Bounty Hunters Guild, Xenos, Gas Miners Guild, Hogosha
Competitors	None
Bases Owned	Cali Base (Tau-23), Ruiz Base (Omicron Beta), Planet Malta (Omicron Alpha)
Other Bases Populated	Alcatraz Base (California), Beaumont Depot (Texas), Trafalger Depot (New London), Luxury Liner <i>Shetland</i> (Edinburgh), Freeport 10 (Tau-37)
Commodities Sold	Cardamine
Commodities Bought	Alien Organisms, Fertilizers, Food Rations, Light Arms, Consumer Goods, Luxury Consumer Goods

NOTE >>>

The Outcasts also use the Junkers as Cardamine distributors, mainly in New Landan. The Lane Hackers are eager to swap trade-lane cargo and shipping information with the Outcasts in exchange for small Cardamine deliveries, as they also are very dependent on the drug.



Planetform, Inc.

Under the terms of a Bretonian charter, a cadre of Cambridge researchers and California consultants were given a challenge: Transform a planet from a cold, desert locale with a limited carbon dioxide atmosphere into an agricultural planet—within 300 years. Planetform was born. The company grew very slowly, dependent on the largess of the Bretonian government for most of its money.

Planetform had few enemies until about fifty years ago, when the radical eco-terrorist group the Gaians formed within the research environments of Edinburgh's Gaia planet and Cambridge University. The group's amateurish initial efforts soon matured into a serious threat to Planetform operations throughout Bretonia space.

Allies	Bretonia Police. Bretonia Armed Forces. Bretonia Corporations
Enemies	Gaians. Outcasts. Criminals
Competitors	None
Bases Owned	Planet California Minor (California). Canterbury Station (New London). Perth Station (Edinburgh). Planet Harris (Tau-31)
Other Bases Populated	N/A other than bases owned
Commodities Sold	N/A
Commodities Bought	Terraforming Gases. Alien Organisms. Oxygen. Water. Silver. Food. H-Fuel

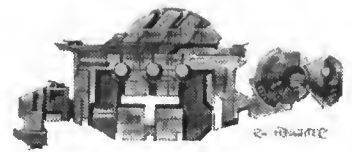
Red Hessians

The Red Hessians are a criminal group composed largely of unemployed miners operating out of Rheinland space, who attack civilian and commercial targets of opportunity. The Hessians have gradually expanded, assisted by their proximity to Stuttgart Food shipments and an extensive jump-hole network within the southern Sirius Sector. They now own a string of bases in the Border Worlds near Rheinland.

Allies	LWB
Enemies	Corsairs. Daumann Heavy Construction. Kruger Mining. Rheinland Police. Rheinland Military. Bretonia Armed Forces. Bounty Hunters Guild. Outcasts. House Shippers
Competitors	Corsairs. Unioners
Bases Owned	Vogtland Base (Dresden). Ronneburg Base (Omega-5). Freital Base (Omega-11)
Other Bases Populated	Kreuzberg Depot (New Berlin). Freeport 2 (Bering)
Commodities Sold	Diamonds. Artifacts. Gold. Silver. Cobalt. Copper Sulfides
Commodities Bought	H-Fuel. Water. Oxygen. Food Rations. Consumer Goods

Republican Shipping

As secondary trade lanes opened between Stuttgart and Frankfurt in Rheinland space and ports in Bretonia, Kusari trade through Hamburg lessened, due partly to the rising criminal activity in Texas and the intermediate Independent Worlds. Republican Shipping has completed the transformation into a more conventional shipper, focused on Liberty trade and intra-Rheinland routes, carrying commodities essential to Rheinland industry.



Allies	Rheinland Police. Rheinland Military. Daumann Heavy Construction
Enemies	Unioners. Xenos. Criminals
Competitors	Border World Exports. Gateway Shipping. Universal Shipping. Kishiro Technologies. Samura Industries
Bases Owned	Alster Shipyard (Hamburg). Altona Station (Hamburg). Mainz Storage Facility (Frankfurt)

Other Bases Populated

Pueblo Station (Colorado), Planet Houston (Texas), Waterloo Station (New London), Planet Cambridge (Cambridge), Narita Outpost (New Tokyo), Planet New Berlin (New Berlin), The Ring (New Berlin), Essen Station (New Berlin), Planet Hamburg (Hamburg), Freiburg Station (Stuttgart), Leipzig Station (Dresden), Freistadt Base (Omega-7)

Commodities Sold

N/A (shipper)

Commodities Bought

Hull Panels, Basic Alloys, Engine Components, Polymers, Electronics

Commodities Transported

Engine Components, Mining Machinery, High-temperature Alloys, Copper Sulfides, Cobalt, Silver, Boron, Beryllium, Luxury Food, Food Rations, Hull Panels, Basic Alloys, Super Alloys, Electronics, Optical Chips, Polymers, Pharmaceuticals, Diamonds, Hydrocarbons

Rheinland Federal Police



The Rheinland Federal Police is an impressively well-equipped organization, as befits the primary Rheinlander security force. The Federal Police maintains strict control over planets, prison stations, and the numerous border stations throughout Rheinland space. Unlike the Bretonia Police, Rheinlander officers are considered corruptible; they might be accepting bribes from Rheinland corporate factions.

Allies Rheinland Military, Rheinland Corporations

Enemies Bundschuh, Red Hessians, Unioners, LWB, Gas Mining Guild, Corsairs, Outcasts

Competitors None

Bases Owned Planet New Berlin (New Berlin), Brandenburg Border Station (New Berlin), Planet Hamburg (Hamburg), Vierlande Prison Station (Hamburg), Lübeck Border Station (Hamburg), Planet Stuttgart (Stuttgart), Ulm Border Station (Stuttgart), Konstanz Border Station (Stuttgart), Fulda Border Station (Frankfurt), Pirna Border Station (Dresden)

Other Bases Populated

N/A other than bases owned

Ships

Rheinland Light Fighter, Prison Ship, Armored Transport

Commodities Sold

H-Fuel, Oxygen, Water, Food Rations

Commodities Bought

Oxygen, Water, Food Rations, Consumer Goods, H-Fuel, Light Arms, Engine Components

Rheinland Military



The Rheinland Military is bound with proud traditions that stretch back several centuries. Like all military factions, the Rheinland Military concentrates mostly on maintaining a strong naval force, and operates several stations and shipyards throughout Rheinland systems. The military also operates outside the immediate boundaries of Rheinland, protecting the interests of its house in the surrounding independent and border worlds.

Allies Rheinland Police, Rheinland Corporations

Enemies Bundschuh, Red Hessians, Unioners, LWB, Gas Mining Guild, Outcasts, Corsairs

Competitors None

Bases Owned Oder Shipyard (New Berlin), Battleship Westfalen (Hamburg)

Other Bases Populated

Planet New Berlin (New Berlin)

Ships

Rheinland Heavy Fighter, Rheinland Gunship, Rheinland Cruiser, Rheinland Battleship

Commodities Sold

H-Fuel, Oxygen, Water, Food Rations

Commodities Bought

Oxygen, Water, Food Rations, Consumer Goods, MOX, H-Fuel, Light Arms, Engine Components

Samura Heavy Industries

Samura Heavy Industries and Kishiro Technology dislike each other intensely as a matter of corporate policy, and despite the best efforts of the bureaucrats and the police, their rivalry has resulted in frequent, sometimes armed, conflict.

To achieve some degree of "plausible deniability," both companies like to employ third parties (particularly freelancers) to handle some of the nastier bits of corporate espionage. The newest area of contention between Samura and Kishiro is the development of solar collectors, with both companies marketing their own versions. The collectors manufactured by Kishiro are more advanced than Samura's, but Samura's are cheaper. The potential revenue stream from the sale of these collectors throughout the sector is enormous, but despite the best efforts of the bureaucrats, neither company is willing to compromise, collaborate, or settle for anything less than the entire market.

Allies	Kusari Police, Kusari Naval Forces
Enemies	Blood Dragons, Golden Chrysanthemums, Xenos, Criminals
Competitors	Kishiro Technologies, Daumann Heavy Construction, Ageira Technologies, Republican Shipping, Border World Exports, Deep Space Engineering, Synth Foods
Bases Owned	Yokohama Shipyard (New Tokyo), Shinjuku Station (New Tokyo), Planet Junyo (Shikoku), Tsushima Station (Kyushu), Osaka Storage Facility (Honshu), Planet Kurile (Sigma-17), Shinkaku Station (Tau-29)
Other Bases Populated	Planet Denver (Colorado), Planet Kyushu (Kyushu), Nansei Research Station (Kyushu), Sapporo Station (Hokkaido), Altona Station (Hamburg), Mainz Storage Facility (Frankfurt), Holman Outpost (Tau-31)
Ships	Large Transport, Small Transport, Kusari Freighter, Heavy Lifter, Repair Ship, Combat Support Vehicle
Commodities Sold	Luxury Food, Fertilizers, Terraforming Gases, Food Rations, Pharmaceuticals, Polymers, Hydrocarbons, Consumer Goods, Engine Components, Optical Chips, Alien Organisms, H-Fuel
Commodities Bought	Basic Alloys, High-temperature Alloys, Super Alloys, MDX, Beryllium, Boron, Niobium, Mining Machinery, Alien Organisms, Electronics, Construction Machinery, Gold, Super Conductors

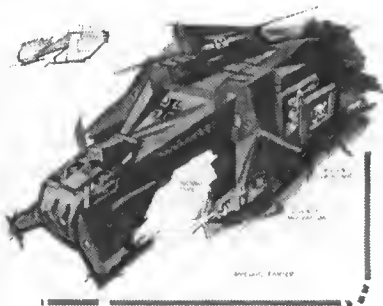
Synth Foods, Inc.

In 543 A.S., just after the Great Drought on California that virtually wiped out agriculture, an opportunistic agribusiness named Synth Foods emerged. Headed by biotech wizards, Synth Foods introduced a new bio-engineered plant that required 20 percent of the water that the former crops did. Unfortunately, it didn't have any taste and was indigestible by humans in its raw form, consisting almost entirely of cellulose.

That didn't stop the chemists and engineers: In Synth Foods' laboratories they created enzymes and machines to transform the material into nutritious food, with hundreds of flavors and textures resembling common foods. It was an instant hit. Seemingly overnight, the new company had temporarily solved the global food problem. Flush with riches, Synth Foods gradually bought out many of the remaining farms throughout the colonies for a fraction of their worth.

Allies	Liberty Police, Liberty Navy, Liberty Security Force, Liberty Corporations
Enemies	LWB, Farmers Alliance, Criminals
Competitors	Samura Industries
Bases Owned	N/A
Other Bases Populated	Planet Los Angeles (California), Oeshima Station (Shikoku), Planet Stuttgart (Stuttgart)
Commodities Sold	Food Rations, Luxury Foods
Commodities Bought	Fertilizers

Unioners



The Unioners are a terrorist group composed of dispossessed Rheinlander shipyard workers who engage chiefly in brutal reprisals against Republican Shipping, Inc.

The Unioners range between planets Bering and New Berlin, hemmed in by much more powerful competitors. Most of their base strikes are focused on the Altona outpost and the Alster Shipyard in Hamburg, which has alienated some of their still-employed brethren. The bulk of the Unioners' trade-lane attacks are on Republican company vessels in Independent Worlds space. The Unioners' key trade is the smuggling of diamonds, which they run from the Junker base Kreuzberg to Dawson, the Liberty Rogue base in the Hudson system. Unioners are often spotted buying supplies on Freeport 2.

Allies	None
Enemies	Republican Shipping, Rheinland Police, Rheinland Military, Bounty Hunters, Corsairs, Outcasts
Competitors	None
Bases Owned	Pacifica Base (Bering)
Other Bases Populated	Kreuzberg Depot (New Berlin), Planet Hamburg (Hamburg), Freeport 2 (Bering)
Commodities Sold	Diamonds, Oxygen, Water, H-Fuel, Food Rations
Commodities Bought	Diamonds, Oxygen, Water, H-Fuel, Food Rations

Universal Shipping



With the maturing of the trade-lane and jump-gate construction markets, Universal Shipping has diversified to become the premier shipping company for high-risk, high-value cargos such as diamonds, MOX, gold, silver, light arms, and luxury goods—and covert government or corporate shipments. Because of this, Universal Shipping is always looking for freelancers to handle security, but only those with the best reputations and ships that are up to the job. Its tendency to haul high-value shipments has made Universal a preferred target for pirates, particularly Lane Hackers and Outcasts.

Allies	Liberty Security Force, Liberty Navy, Liberty Corporations
Enemies	Criminals
Competitors	Border World Exports, Samura Industries, Kishiro Technologies, Gateway Shipping, Republican Shipping
Bases Owned	Trenton Station (New York)
Other Bases Populated	Planet Manhattan (New York), Detroit Munitions (New York), Planet Denver (Colorado), Pueblo Station (Colorado), Chugoku Gate Construction (Hokkaido), Planet New Berlin (New Berlin), Dortmund (New Berlin), Altona Outpost (Hamburg), Planet Stuttgart (Stuttgart), Freiburg (Stuttgart), Solarius Station (Omega-II)
Commodities Sold	N/A (shipper)
Commodities Bought	N/A (shipper)
Commodities Transported	Gate/Lane Parts, Diamonds, MDX, Gold, Niobium, Silver, Luxury Goods, Light Arms

Xenos

The Xenos were originally heavy-manufacturing and mining workers in Colorado and Texas space. Many of their ancestors also had worked in the research station, which was a good employer for generations. But Liberty increasingly made money from its licensing of information technology and from trade-lane-associated monopolies, rather than hard manufactured goods. Over time most of the blue-collar workers became unemployed and

were pushed to the economic fringes of House Liberty society. As the colony's rich moved to Planet Colorado—particularly those escaping the ravaged Planet California—the Xenos were displaced to a small base in the mined-out Silverton Asteroid Field. Once there, the Xenos began to launch sporadic raids against foreign shippers.

The Xenos are currently one of the poorest of all the criminal factions, so they have few resources to buy better ships and weapons. To gain a more stable income stream they hope to evict the Junkers from Texas and ultimately New York, and thus control a crucial market for Cardamine. The Xenos' love of side arms has brought them into conflict with Ageira, especially around its Detroit Munitions plant. They also regularly attack Junkers in the Jersey debris field in New York space.

NOTE >>>

There are two additional Xeno bases in the Independent World systems of Hudson and Kepler. Here the Xenos have been able to operate more freely, with only occasional Liberty Navy patrols and Bounty Hunters to threaten them. The Xenos make hit-and-run attacks in Texas space frequently, especially to attack the Junker base at Beaumont and to confront Outcasts.



Allies	None
Enemies	Everyone. Except Zoners and Independent Miners Guild
Competitors	Junkers, Lane Hackers
Bases Owned	Duray Base (Colorado), Barrow Base (Hudson), Nome Base (Kepler)
Other Bases Populated	Freeport 2 (Bering)
Commodities Sold	Stolen Goods
Commodities Bought	Food Rations, Oxygen, Light Arms, H-Fuel, Water

Zoners

Zoners are a diverse group of individuals who, for various reasons, have decided to live in the wild and unregulated systems outside colonial control. Zoners believe strongly in “live and let live,” and for this reason they make very few moral judgments regarding the business of others. However, this is not the same as ignorance, and most Zoners are very aware of the activities of those around them, including the Outcasts, Corsairs, and other criminal organizations. In some cases, they even know what the houses are up to, if any of them are operating nearby. In fact, the Zoners are privy to more secrets than any of the other factions might guess, or would be comfortable with, but the Zoners keep that information to themselves for the most part.

The Zoners tolerate all factions, from the Outcasts to the Bounty Hunters Guild. This has made their *Freeport* bases some of the most interesting places in the Sirius Sector, assuming one is interested in unusual work tending toward the illegal.

Allies	None
Enemies	None
Competitors	None
Bases Owned	Freeport 2 (Bering), Ames Research Station (Kepler), Freeport 1 (Omega-3), Freeport 6 (Tau-29), Freeport 10 (Tau-37), Freeport 5 (Omega-41), Freeport 9 (Omicron Theta)
Other Bases Populated	Holman Outpost (Tau-31), Planet Crete (Omicron Gamma), Tripoli Shipyard (Omicron Gamma)
Commodities Sold	Food Rations, Oxygen, Water, H-Fuel, Consumer Goods
Commodities Bought	Fertilizers, Oxygen, Water, Consumer Goods, H-Fuel

REPUTATION

In *Freelancer*, your actions can affect your standing with a specific faction or even a group of factions. Your reputation is always on the line, and it can make you money or get you killed! It's possible to check your faction standing at any time by opening the *Player Status* window in your Neural Net (see Figure 2.1). If your standing with a particular faction is colored red and positioned to the left, they're hostile toward you (the further left, the more hostile). If your standing with a particular faction is colored green and positioned to the right, it's considered friendly (the further right, the more friendly). And if your standing is colored white and positioned in the middle, that group feels neutral toward you.

Your reputation is measured on a scale of -1.0 to +1.0. Zero falls in the middle and is considered true neutral. Negative values are hostile and positive values are friendly. Certain actions affect your *reputation value* within the scale. Depending on your reputation value, you may be aided in combat by a faction or forbidden to even dock on a faction's base.

The following actions affect your standing with a faction:

- Destroying a ship belonging to a faction or the faction's ally
- Successfully completing a random mission for a faction or the faction's ally
- Failing a random mission for a faction or the faction's ally
- Aborting a random mission for a faction or the faction's ally

Table 2.1 reveals reputation values and what that means in terms of a faction's reaction.

Table 2.1: Reputation Reactions

+0.6 to +1.0	Friendly, and a potential combat ally. Police ships won't scan you.
+0.2 to +0.6	Generally friendly.
-0.2 to +0.2	Neutral.
-0.6 to -0.2	Generally hostile, but won't openly attack.
-1.0 to -0.6	Hostile. Ships will attack you on sight and bases will not allow you to land.
-0.6 to +0.6	Police ships will scan your cargo for contraband. Pirates will scan your cargo and potentially try to steal it.

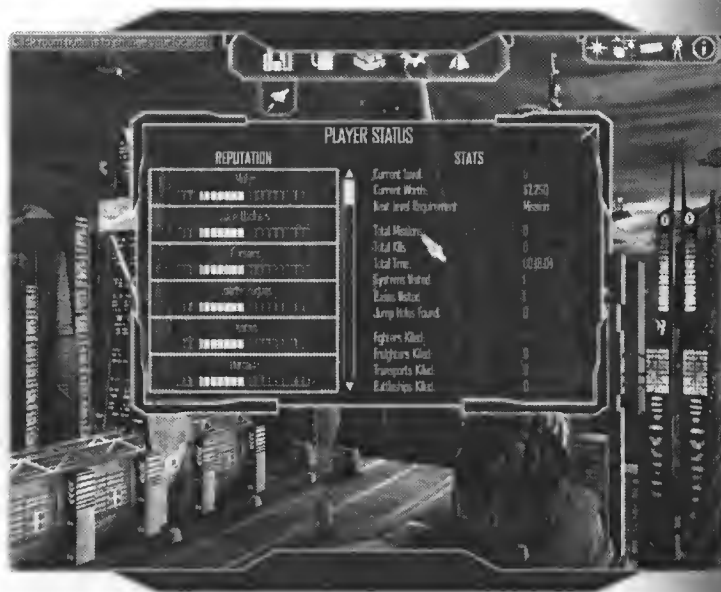
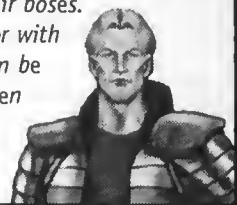


FIGURE 2.1 Looks like Trent has made some enemies in the Sirius Sector.

TIP >>>

There are several reasons why you would want to improve your reputation with a particular faction. For instance, factions offer unique ships and weapons (revealed in Chapters 4 and 5) that can only be purchased at their bases. And if your reputation is poor with a faction, you might not even be permitted on those bases, even to conduct commodity or equipment trades.



Ruining your reputation with a faction is simple—just attack them at every opportunity! You can also perform innocent missions for the faction's enemies. (Completing missions for the Bretonia Military affects your standing with all of their enemies, for instance.) You can even work directly against the particular faction (such as selecting Liberty Police missions against the Liberty Rogues).

Improving your reputation is more challenging. The quickest way is to visit the plentiful bars throughout the Sirius Sector. Speak with all of the patrons in search of news, rumors, and information. If your mouse cursor turns into a credit sign (\$) when placed over a patron, he or she has an offer for you. It could be information on a system, but it also could be a bribe to place you in better standing with a particular faction. Bribes are expensive propositions but are the quickest way to improve your reputation. Otherwise you need to change your allegiance and begin an aggressive campaign against that faction's enemies.

Your actions throughout *Freelancer* space (in story missions, random missions, or even in free flight) affect your reputation. Table 2.2 reveals the reputation values associated with direct actions, including destroying a faction's vessel and successfully completing a faction's random mission. Failing or aborting a faction's random mission has the same reputation affect for all factions (see the note below Table 2.2).

Table 2.2: Reputation Penalties and Perks

Faction	Destroying a Faction Object	Random Mission Success
Ageira Technologies	-0.03	+0.11
AL6 Waste Disposal	-0.03	+0.132
Blood Dragons	-0.026	+0.14
Border World Exports	-0.028	+0.14
Bounty Hunters Guild	-0.025	+0.14
Bretonia Armed Forces	-0.03	+0.12
Bretonia Mining and Manufacturing	-0.03	+0.138133333
Bretonia Police Authority	-0.03	+0.125
Bunds Schuh	-0.03	+0.14
Corsairs	-0.012	+0.14
Cryer Pharmaceuticals	-0.03	+0.123
Daumann Heavy Construction	-0.03	+0.128
Deep Space Engineering	-0.03	+0.120
Farmers Alliance	-0.027	+0.14
Galans	-0.02	+0.14
Gas Miners Guild	-0.03	+0.131
Gateway Shipping	-0.03	+0.134
Golden Chrysanthemums	-0.03	+0.14
Hogosha	-0.027	+0.14
Independent Miners Guild	-0.03	+0.14
Interspace Commerce	-0.03	+0.14
Junkers	-0.03	+0.138
Kishiro Technologies	-0.03	+0.14
Kruger Mining	-0.03	+0.127
Kusari Naval Forces	-0.03	+0.116
Kusari State Police	-0.03	+0.116
Lane Hackers	-0.018	+0.14

Table 2.2: Reputation Penalties and Perks *(continued)*

Faction	Destroying a Faction Object	Random Mission Success
Liberty Navy	-0.03	+0.086
Liberty Police, Inc.	-0.03	+0.09
Liberty Rogues	-0.018	+0.14
Liberty Security Force	-0.03	+0.084
LWB	-0.039	+0.14
Maliys	-0.026	+0.14
Orbital Spa and Cruise Lines	-0.03	+0.134
Outcasts	-0.006	+0.14
Planetform, Inc.	-0.03	+0.131
Red Hessians	-0.02	+0.14
Republican Shipping	-0.03	+0.14
Rheinland Federal Police	-0.03	+0.116
Rheinland Military	-0.03	+0.116
Samura Heavy Industries	-0.03	+0.14
Synth Foods, Inc.	-0.03	+0.125
Unioners	-0.03	+0.14
Universal Shipping	-0.03	+0.119
Xenos	-0.0084	+0.14
Zoners	-0.03	+0.116

Note: *Foiling a faction's assigned random mission decreases your reputation with them by -0.045. Aborting a faction's assigned random mission decreases your reputation with them by -0.0675.*

Factions are all entirely separate entities. They have their own allegiances and conflicts with each other. Helping or hurting a particular faction also affects your standing with its allies and enemies. Table 2.3 reveals the ties between the factions. If you do something that adjusts your reputation with a faction, your standing with that faction's allies will also shift, by the amount indicated in the appropriate cell.

Table 2.3: Reputation Ties

	Liberty Navy	Liberty Security Force	Liberty Police Inc.	Bretonia Armed Forces	Bretonia Police Authority	Kusari Naval Forces	Kusari State Police	Rheinland Military	Rheinland Federal Police	Samura Heavy Industries	Daumann Heavy Construction	Kishiro Technologies	Bretonia Mining and Manufacturing	Deep Space Engineering	Borderworld Exports	Republican Shipping	Ageria Technologies	Synth Foods	Kruger Mining
Liberty Navy	1.0	0.4	0.4	0.0	0.0	0.0	0.0	0.0	0.0	0.1	0.0	0.1	0.0	0.3	0.1	0.1	0.3	0.3	0.0
Liberty Security Force	0.4	1.0	0.4	0.0	0.0	0.0	0.0	0.0	0.0	0.1	0.0	0.1	0.0	0.3	0.1	0.1	0.3	0.3	0.0
Liberty Police Inc.	0.4	0.4	1.0	0.0	0.0	0.0	0.0	0.0	0.0	0.1	0.0	0.1	0.0	0.3	0.1	0.1	0.3	0.3	0.0
Bretonia Armed Forces	0.0	0.0	0.0	1.0	0.4	0.0	0.0	0.0	0.0	0.1	0.0	0.1	0.3	0.1	0.3	0.1	0.0	0.0	0.0
Bretonia Police Authority	0.0	0.0	0.0	0.4	1.0	0.0	0.0	0.0	0.0	0.1	0.0	0.1	0.3	0.1	0.3	0.1	0.0	0.0	0.0
Kusari Naval Forces	0.0	0.0	0.0	0.0	0.0	1.0	0.4	0.0	0.0	0.3	0.0	0.2	0.0	0.1	0.1	0.0	0.0	0.0	0.0
Kusari State Police	0.0	0.0	0.0	0.0	0.0	0.4	1.0	0.0	0.0	0.4	0.0	0.2	0.0	0.1	0.1	0.1	0.0	0.0	0.0
Rheinland Military	0.0	0.0	0.0	0.0	0.0	0.0	0.0	1.0	0.4	0.0	0.3	0.0	0.0	0.0	0.0	0.3	0.0	0.1	0.3
Rheinland Federal Police	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.4	1.0	0.0	0.3	0.0	0.0	0.0	0.0	0.3	0.0	0.1	0.3
Samura Heavy Industries	0.1	0.1	0.1	0.1	0.1	0.3	0.4	0.0	0.0	1.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Daumann Heavy Construction	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.3	0.3	0.0	1.0	0.0	0.0	0.0	0.0	0.3	0.0	0.0	0.0
Kishiro Technologies	0.1	0.1	0.1	0.1	0.1	0.2	0.2	0.0	0.0	0.0	0.0	1.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Bretonia Mining and Metals	0.0	0.0	0.0	0.3	0.3	0.0	0.0	0.0	0.0	0.0	0.0	0.0	1.0	0.3	0.4	0.0	0.0	0.0	0.0
Deep Space Engineering	0.3	0.3	0.3	0.1	0.1	0.1	0.1	0.0	0.0	0.0	0.0	0.0	0.3	1.0	0.0	0.0	0.3	0.1	0.0
Borderworld Exports	0.1	0.1	0.1	0.3	0.3	0.1	0.1	0.0	0.0	0.0	0.0	0.0	0.4	0.0	1.0	0.0	0.0	0.0	0.0
Republican Shipping	0.1	0.1	0.1	0.1	0.0	0.0	0.1	0.3	0.3	0.0	0.3	0.0	0.0	0.0	0.0	1.0	0.0	0.1	0.3
Ageria Technologies	0.3	0.3	0.3	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.3	0.0	0.0	1.0	0.1	0.0
Synth Foods	0.3	0.3	0.3	0.0	0.0	0.0	0.0	0.1	0.1	0.0	0.0	0.0	0.0	0.1	0.0	0.1	0.1	1.0	0.0
Kruger Mining	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.3	0.3	0.0	0.0	0.0	0.0	0.0	0.0	0.3	0.0	0.0	1.0
Planetform Inc.	0.1	0.1	0.1	0.3	0.3	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.2	0.0	0.2	0.0	0.0	0.0	0.0
Interspace Commerce	0.3	0.3	0.3	0.1	0.1	0.1	0.1	0.1	0.1	0.0	0.0	0.0	0.0	0.1	0.0	0.0	0.3	0.1	0.0
Universal Shipping	0.3	0.3	0.3	0.1	0.1	0.1	0.1	0.1	0.1	0.0	0.0	0.0	0.0	0.1	0.0	0.0	0.2	0.1	0.0
Cryer Pharmaceuticals	0.3	0.3	0.3	0.1	0.1	0.1	0.1	0.1	0.1	0.0	0.0	0.0	0.0	0.1	0.0	0.0	0.1	0.1	0.0
ALG Waste Disposal	0.1	0.1	0.1	0.0	0.0	0.1	0.1	0.3	0.2	0.0	0.1	0.0	0.0	0.0	0.0	0.3	0.0	0.0	0.3
Orbital Spa and Cruise Lines	0.2	0.2	0.3	0.1	0.1	0.1	0.1	0.1	0.1	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Gateway Shipping	0.1	0.1	0.1	0.3	0.2	0.1	0.1	0.1	0.1	0.0	0.0	0.0	0.1	0.0	0.0	0.0	0.0	0.0	0.0
Corsairs	0.0	0.0	0.0	-0.4	-0.4	0.0	-0.1	0.0	0.0	-0.3	-0.2	-0.3	-0.2	-0.1	-0.4	-0.4	0.0	0.0	0.0
Outcasts	-0.4	-0.4	-0.4	-0.4	-0.4	0.0	-0.1	0.0	0.0	-0.3	0.0	-0.3	-0.4	-0.3	-0.4	-0.3	0.0	-0.1	0.0
Red Hessians	0.0	0.0	0.0	0.0	0.0	0.0	0.0	-0.4	-0.4	-0.1	-0.4	-0.1	-0.1	-0.1	-0.1	-0.3	0.0	-0.1	-0.4

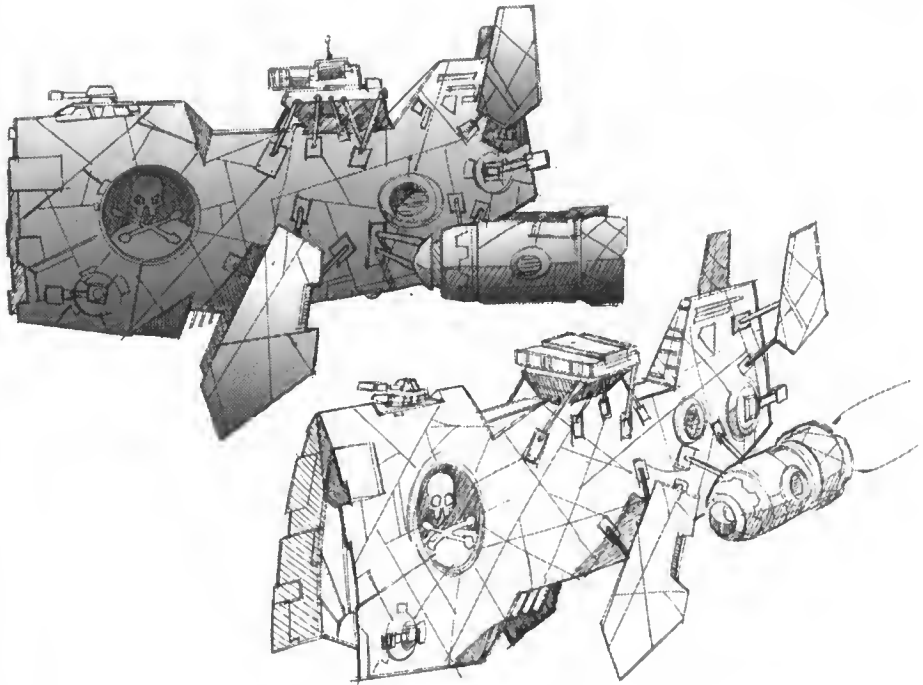
Planetform Inc.	Interspace Commerce	Universal Shipping	Cryer Pharmaceuticals	ALG Waste Disposal	Orbital Spa and Cruise Lines	Gateway Shipping	Corsairs	Outcasts	Red Hesslans	Blood Dragons	Junkers	Hogasha	Mollys	Xenos	Bundschuh	Gaians	Lane Hackers	Unioners	Golden Chrysanthemums	LWB	Farmers Alliance	Liberty Rogues	Gas Miners Guild	Independent Miners Guild	Zoners	Bounty Hunters Guild
0.1	0.3	0.3	0.3	0.1	0.2	0.1	0.0	-0.4	0.0	0.0	-0.1	0.0	0.0	-0.5	0.0	0.0	-0.4	-0.0	0.0	0.0	0.0	-0.3	0.0	0.0	0.0	0.1
0.1	0.3	0.3	0.3	0.1	0.2	0.1	0.0	-0.4	0.0	0.0	-0.1	0.0	0.0	-0.5	0.0	0.0	-0.4	0.0	0.0	0.0	0.0	-0.3	0.0	0.0	0.0	0.1
0.1	0.3	0.3	0.3	0.1	0.3	0.1	0.0	-0.4	0.0	0.0	-0.1	0.0	0.0	-0.5	0.0	0.0	-0.4	0.0	0.0	0.0	0.0	-0.3	0.0	0.0	0.0	0.1
0.3	0.1	0.1	0.1	0.0	0.1	0.3	-0.4	-0.4	0.0	0.0	-0.1	0.0	-0.5	0.0	0.0	-0.1	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.1
0.3	0.1	0.1	0.1	0.0	0.1	0.2	-0.4	-0.4	0.0	0.0	-0.1	0.0	-0.3	0.0	0.0	-0.2	-0.1	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.1
0.0	0.1	0.1	0.1	0.1	0.1	0.1	0.0	0.0	0.0	-0.4	0.0	0.0	0.0	0.0	0.0	0.0	-0.1	0.0	-0.3	0.0	0.0	-0.1	0.2	0.0	0.0	0.0
0.0	0.1	0.1	0.1	0.1	0.1	0.1	-0.1	-0.1	0.0	-0.4	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	-0.3	0.0	-0.0	0.0	0.2	0.0	0.0	0.0
0.0	0.1	0.1	0.1	0.3	0.1	0.1	0.0	0.0	-0.4	0.0	0.0	0.0	0.0	0.0	-0.4	0.0	-0.2	0.0	-0.1	0.0	0.0	0.0	0.0	0.0	0.0	0.1
0.0	0.1	0.1	0.1	0.2	0.1	0.1	0.0	0.0	-0.4	0.0	-0.1	0.0	0.0	0.0	-0.3	0.0	0.0	-0.2	0.0	-0.2	0.0	0.0	0.0	0.0	0.0	0.1
0.0	0.0	0.0	0.0	0.0	0.0	0.0	-0.3	-0.3	-0.1	-0.3	0.0	0.1	0.0	-0.3	0.0	0.0	-0.3	0.0	-0.1	0.0	0.1	-0.3	0.3	0.0	0.0	0.0
0.0	0.0	0.0	0.0	0.1	0.0	0.0	-0.2	0.0	-0.4	0.0	0.0	0.0	0.0	0.0	-0.1	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.1
0.0	0.0	0.0	0.0	0.0	0.0	0.0	-0.3	-0.3	-0.1	-0.2	0.0	-0.1	0.0	-0.3	0.0	0.0	-0.3	0.0	-0.1	0.0	-0.1	-0.3	0.4	0.0	0.0	0.0
0.2	0.0	0.0	0.0	0.0	0.0	0.1	-0.2	-0.4	-0.1	0.0	0.0	0.0	-0.4	0.0	0.0	-0.2	0.0	0.0	0.0	0.0	0.0	0.0	0.0	-0.2	0.0	0.0
0.0	0.1	0.1	0.1	0.0	0.0	0.0	-0.1	-0.3	-0.1	-0.3	0.0	0.0	0.0	-0.2	0.0	0.0	-0.2	0.0	-0.1	0.0	0.0	-0.2	0.0	0.0	0.0	0.0
0.2	0.0	0.0	0.0	0.0	0.0	0.0	-0.4	-0.4	-0.1	0.0	0.0	0.0	-0.3	-0.1	0.0	-0.2	-0.2	0.0	0.0	0.0	0.0	-0.2	0.0	-0.1	0.0	0.0
0.0	0.0	0.0	0.0	0.3	0.0	0.0	-0.4	-0.3	-0.3	0.0	0.0	0.0	0.0	-0.3	-0.1	0.0	0.0	-0.4	0.0	0.0	0.0	-0.2	0.0	0.0	0.0	0.0
0.0	0.3	0.2	0.1	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	-0.3	0.0	0.0	-0.4	0.0	0.0	0.0	0.0	-0.1	0.0	0.0	0.0	0.0
0.0	0.1	0.1	0.1	0.0	0.0	0.0	0.0	-0.1	-0.1	0.0	0.0	-0.1	0.0	0.1	0.0	0.0	-0.1	0.0	-0.1	-0.3	-0.3	-0.1	0.0	0.0	0.0	0.0
0.0	0.0	0.0	0.0	0.3	0.0	0.0	0.0	0.0	-0.4	0.0	0.0	0.0	0.0	0.0	-0.1	0.0	0.0	0.0	0.0	0.0	0.0	0.0	-0.3	0.0	0.0	0.1
1.0	0.0	0.1	0.0	0.0	0.0	0.1	-0.1	-0.4	0.0	0.0	0.0	0.0	0.0	0.0	0.0	-0.4	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.1	0.0	0.0
0.0	1.0	0.2	0.1	0.0	0.0	0.1	-0.3	-0.4	-0.2	-0.3	0.0	0.0	-0.1	-0.2	0.0	0.0	-0.3	-0.1	-0.1	-0.1	-0.1	-0.3	0.0	0.0	0.0	0.0
0.1	0.2	1.0	0.1	0.0	0.0	0.0	-0.1	-0.2	-0.1	0.0	0.0	0.0	-0.1	-0.2	0.0	0.0	-0.3	-0.1	0.0	-0.1	-0.1	-0.3	0.0	0.0	0.0	0.0
0.0	0.1	0.1	1.0	0.0	0.1	0.0	-0.1	-0.4	-0.1	0.0	0.0	0.0	0.0	-0.1	0.0	0.0	-0.1	-0.1	0.0	-0.1	0.0	-0.2	0.0	0.0	0.0	0.0
0.0	0.0	0.0	0.0	1.0	0.0	0.0	-0.2	-0.1	-0.2	0.0	0.0	0.0	0.0	-0.3	0.0	0.0	0.0	-0.2	0.0	-0.1	0.0	-0.1	0.0	0.0	0.0	0.0
0.0	0.0	0.0	0.1	0.0	1.0	0.0	0.0	-0.3	-0.1	0.0	0.0	0.0	0.0	-0.1	0.0	-0.3	-0.1	0.0	0.0	-0.1	0.0	-0.1	0.1	0.0	0.0	0.0
0.1	0.1	0.0	0.0	0.0	0.0	1.0	-0.2	-0.4	-0.1	0.0	0.0	0.0	-0.1	0.0	0.0	-0.1	-0.2	0.0	0.0	0.0	0.0	-0.2	0.0	0.3	0.0	0.0
0.0	-0.3	-0.1	-0.1	-0.2	0.0	-0.2	1.0	-0.2	-0.4	0.0	0.2	0.3	-0.1	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	-0.3	-0.3	0.0	-0.2
-0.4	-0.4	-0.2	-0.4	-0.1	-0.3	-0.4	-0.2	1.0	0.1	0.2	0.2	-0.1	-0.1	-0.3	0.0	0.0	0.4	0.0	0.4	0.1	-0.1	0.4	-0.3	-0.3	0.0	-0.2
0.0	-0.2	-0.1	-0.1	-0.2	-0.1	-0.1	-0.4	0.1	1.0	0.2	0.1	-0.1	0.1	-0.1	0.2	-0.1	-0.1	0.1	0.0	0.3	0.0	-0.1	-0.1	0.0	0.0	-0.3

continued

Table 2.3: Reputation Ties (continued)

	Liberty Navy	Liberty Security Force	Liberty Police Inc.	Bretonia Armed Forces	Bretonia Police Authority	Kusari Naval Forces	Kusari State Police	Rheinland Military	Rheinland Federal Police	Samura Heavy Industries	Daumann Heavy Construction	Kishiro Technologies	Bretonia Mining and Manufacturing	Deep Space Engineering	Borderworld Exports	Republican Shipping	Ageria Technologies	Synth Foods	Kruger Mining
Blood Dragons	00	00	00	00	00	-0.4	-0.4	00	00	-0.3	00	-0.2	00	-0.3	00	00	00	00	00
Junkers	-0.1	-0.1	-0.1	-0.1	-0.1	00	00	00	00	-0.1	00	00	00	00	00	00	00	00	00
Hogosha	00	00	00	00	00	00	00	00	00	01	00	-0.1	00	00	00	00	00	-0.1	00
Mollys	00	00	00	-0.5	-0.3	00	00	00	00	00	00	00	-0.4	00	-0.3	00	00	00	00
Xenos	-0.5	-0.5	-0.5	00	00	00	00	00	00	-0.3	00	-0.3	00	-0.2	-0.1	-0.3	-0.3	01	00
Bundschuh	00	00	00	00	00	00	00	-0.4	-0.3	00	-0.1	00	00	00	00	-0.1	00	00	-0.1
Galans	00	00	00	-0.1	-0.2	00	00	00	00	00	00	00	-0.2	00	-0.2	00	00	00	00
Lone Hackers	-0.4	-0.4	-0.4	00	-0.1	-0.1	00	00	00	-0.3	00	-0.3	00	-0.2	-0.2	00	-0.4	-0.1	00
Unloners	-0.0	00	00	00	00	00	00	-0.2	-0.2	00	00	00	00	00	00	-0.4	00	00	00
Golden Chrysanthemums	00	00	00	00	00	-0.3	-0.3	00	00	-0.1	00	-0.1	00	-0.1	00	00	00	-0.1	00
LWB	00	00	00	00	00	00	00	-0.1	-0.2	00	00	00	00	00	00	00	00	-0.3	00
Farmers Alliance	00	00	00	00	00	00	-0.0	00	00	01	00	-0.1	00	00	00	00	00	-0.3	00
Liberty Rogues	-0.3	-0.3	-0.3	00	00	-0.1	00	00	00	-0.3	00	-0.3	00	-0.2	-0.2	-0.2	-0.1	-0.1	00
Gas Miners Guild	00	00	00	00	00	02	0.2	00	00	0.3	00	0.4	00	00	00	00	00	00	-0.3
Independent Miners Guild	00	00	00	00	00	00	00	00	00	00	00	-0.2	00	-0.1	00	00	00	00	00
Zoners	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
Bounty Hunters Guild	01	01	01	01	01	01	00	01	01	00	01	00	00	00	00	00	00	00	01

Planetform Inc.	Interspace Commerce	Universal Shipping	Cryer Pharmaceuticals	ALG Waste Disposal	Orbital Spa and Cruise Lines	Gateway Shipping	Corsairs	Outcasts	Red Hessians	Blood Dragons	Junkers	Hogosha	Mollys	Xenos	Bundschuh	Galans	Lane Hackers	Unloners	Golden Chrysanthemums	LWB	Farmers Allience	Liberty Rogues	Gas Miners Guild	Independent Miners Guild	Zoners	Bounty Hunters Guild
0.0	-0.3	0.0	0.0	0.0	0.0	0.0	0.0	0.2	0.2	1.0	-0.1	-0.3	0.2	-0.1	0.3	0.1	-0.1	0.2	0.4	0.0	-0.2	-0.1	0.1	0.0	0.0	-0.1
0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.2	0.2	0.1	-0.1	1.0	-0.2	0.1	-0.1	0.0	0.0	0.1	0.1	0.1	0.1	-0.1	0.2	0.0	0.0	0.0	-0.1
0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.3	-0.1	-0.1	-0.3	-0.2	1.0	-0.1	-0.1	-0.1	0.0	0.0	-0.1	-0.3	0.1	0.3	0.0	-0.1	0.0	0.0	0.0
0.0	-0.1	-0.1	0.0	0.0	0.0	-0.1	-0.1	-0.1	0.1	0.2	0.1	-0.1	1.0	-0.1	0.1	0.0	0.0	0.3	0.0	0.0	0.0	0.1	0.0	0.1	0.0	-0.1
0.0	-0.2	-0.2	-0.1	-0.3	-0.1	0.0	0.0	-0.3	-0.1	-0.1	-0.1	-0.1	-0.1	1.0	0.1	-0.1	-0.1	-0.2	-0.1	-0.1	-0.1	-0.3	0.0	0.2	-0.3	
0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.2	0.3	0.0	-0.1	0.1	-0.1	1.0	0.1	-0.1	0.2	0.0	0.0	0.0	-0.1	0.1	0.0	0.0	-0.1
-0.4	0.0	0.0	0.0	0.0	-0.3	-0.1	0.0	0.0	-0.1	0.1	0.0	0.0	0.0	-0.1	0.1	1.0	0.0	0.2	0.0	0.2	0.1	-0.1	0.0	-0.1	0.0	-0.2
0.0	-0.3	-0.3	-0.1	0.0	-0.1	-0.2	0.0	0.4	-0.1	-0.1	0.1	0.0	0.0	0.0	-0.1	-0.1	0.0	0.1	0.3	0.0	0.0	0.4	0.0	0.1	0.1	-0.2
0.0	-0.1	-0.1	-0.1	-0.2	0.0	0.0	0.0	0.0	0.1	0.2	0.1	-0.1	0.3	-0.2	0.2	0.2	0.1	1.0	0.0	0.1	0.1	0.2	-0.1	0.0	0.1	-0.1
0.0	-0.1	0.0	0.0	0.0	0.0	0.0	0.0	0.4	0.0	0.4	0.1	-0.3	0.0	-0.1	0.0	0.0	0.3	0.0	1.0	0.0	-0.3	0.1	0.1	0.0	0.0	0.0
0.0	-0.1	-0.1	-0.1	-0.1	-0.1	0.0	0.0	0.1	0.3	0.0	0.1	0.1	0.0	-0.1	0.0	0.2	0.0	0.1	0.0	1.0	0.2	0.0	-0.1	0.0	0.0	0.0
0.0	-0.1	-0.1	0.0	0.0	0.0	0.0	0.0	-0.1	0.0	-0.2	-0.1	0.3	0.0	-0.1	0.0	0.1	0.0	0.1	-0.3	0.2	1.0	-0.1	0.1	0.0	0.0	0.0
0.0	-0.3	-0.3	-0.2	-0.1	-0.1	-0.2	0.0	0.4	-0.1	-0.1	0.2	0.0	0.1	-0.3	-0.1	-0.1	0.4	0.2	0.1	0.0	-0.1	1.0	0.0	0.0	0.0	-0.2
0.0	0.0	0.0	0.0	0.0	0.1	0.0	-0.3	-0.3	-0.1	0.1	0.0	-0.1	0.0	0.0	0.1	0.0	0.0	-0.1	0.1	-0.1	0.1	0.0	1.0	0.0	0.1	0.0
0.1	0.0	0.0	0.0	0.0	0.0	0.3	-0.3	-0.3	0.0	0.0	0.0	0.0	0.1	0.0	0.0	-0.1	0.1	0.0	0.0	0.0	0.0	0.0	0.0	1.0	0.1	0.0
0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.2	0.0	0.0	0.1	0.1	0.0	0.0	0.0	0.0	0.1	0.1	1.0	0.1
0.0	0.0	0.0	0.0	0.0	0.0	0.0	-0.2	-0.2	-0.3	-0.1	-0.1	0.0	-0.1	-0.3	-0.1	-0.2	-0.2	-0.1	0.0	0.0	0.0	-0.2	0.0	0.0	0.1	1.0



3

COMMODITIES, TRADE, AND MINING

There's much profit to be made in the Sirius Sector, and not all is generated by accepting dangerous contracts from the job boards in bars. A trader uses the bars mostly as sources of news and information, and concentrates instead on a planet's (or base's) *commodities dealer*. If you choose the role of trader, even temporarily, you'll find that the "game" hasn't changed in millennia: Hunt for the lowest prices and fill your cargo hold with any of the dozens of commodities that are prized in the *Freelancer* universe. Make the perilous trip to another port—avoiding criminal factions looking to hijack your wares—and sell those same commodities for a tidy profit.

This chapter provides vital data regarding *Freelancer's* commodities. Extensive tables outline *sell* prices for commodities at all planets and bases, and reveal the optimum *buy* prices throughout the sector. Use these charts to locate the nearest planet or base and to sell your cargo at the best possible price! We also reveal specific profitable trade routes, and show you how to find each system's mining areas, where you can gather commodities.

COMMODITIES

Completing story missions and looking for contracts on job boards aren't the only ways to make money in the *Freelancer* universe. You could choose to buy and sell any of *Freelancer's* nearly forty commodities to earn your profits. (You also can obtain them by mining or by force, but those are other professions.)

Many planets and bases in the *Freelancer* universe sell a commodity, or even a collection of commodities, and every planet or base purchases them. Discovering where to "buy low" and where to "sell high" for each particular commodity is the key to maximizing profits. This section provides tips on the commodities trade, and lists all commodities and their best buy and sell prices.

General Commodities Strategies

Here are some tips on becoming a commodities trader. Check out Chapter 6: "Ship Combat Strategies" for freighter-pilot survival strategies.

- Although it's certainly possible to haul cargo in a fighter, it's much more profitable in a freighter, because the cargo holds on fighters are much smaller than those on bulky freighters. The larger cargo space, however, limits the freighter's maneuverability and combat effectiveness. Nevertheless, the bottom line is, if you want to earn the highest amount as a trader you should purchase a freighter as soon as possible.
- Pay close attention to the colored box next to the commodity (on your HUD) when you're buying or selling. A green box indicates that you're getting a great deal; yellow indicates an average deal; and red means you're being robbed. If you can't get top dollar for a commodity on the current planet or base, go somewhere else!
- There are several generalities you can make about commodities. You should observe these patterns and keep them in mind when planning trade routes. For example, planets or bases

controlled by one of the four houses (Liberty, Bretonia, Kusari, Rheinland) generally have surpluses of oxygen, water, and food. But criminal bases or areas outside the four houses (such as the Independent, Border, or Edge worlds) need that same oxygen, water, and food for survival, and might pay very well. Expect shipyards to be interested in alloys and hull panels, and to sell scrap metal and toxic wastes. Seek out contraband (Cardamine and artifacts) at criminal bases and sell it for high profits on house bases. (But remember, if you're scanned by the police, you'll have to fight or run!) Read planet or base backgrounds to learn what each produces, and expect to find that commodity cheap in the local dealer's inventory.

- Speak with all bar patrons! As a trader, don't seek out jobs in bars—seek out information! There are many commodity-related rumors to be heard in the *Freelancer* universe. For example, expect bar patrons to discuss which commodities are being sought by which planets, bases, and factions, and to give you tips on where to find hidden shipwrecks carrying potential fortunes in salvage.
- Buying and selling isn't the only way to acquire commodities. A daring trader could incorporate combat into his or her repertoire by attacking other freighters going about their business in the *Freelancer* universe. After destroying the "enemy" freighter, search the debris for loot (click on the *Loot* filter on your *Contact List*) and activate your tractor beam to collect the cargo. If piracy isn't your style, you could be a miner. Check out the section at the end of this chapter for specific mining areas in *Freelancer*.

Commodity Prices

The commodity prices in Tables 3.1 through 3.38 show the prices that each planet or base will pay for that particular commodity. All of the planets or bases will purchase the particular commodity for the indicated price. However, under *Seller*, you can see whether the planet or base also *sells* the commodity at the indicated price.

Alien Organisms

Table 3.1: Alien Organisms Prices

Planet or Base, System	Price	Seller
California Minor, California	\$2,000	No
Cambridge Research Station, Cambridge	\$2,000	No
Research Station Willard, California	\$2,000	No
Newark Station, New York	\$1,860	Yes
Perth Station, Edinburgh	\$1,700	No
Glasgow Outpost, Leeds	\$1,400	Yes
Planet Harris, Tau-31	\$1,300	No
Planet Junyo, Shikoku	\$1,300	No
Shinjuku Station, New Tokyo	\$1,100	Yes
Freeport 6, Tau-29	\$1,000	Yes
Atka Research Station, Sigma-17	\$700	No
Freeport 10, Tau-37	\$600	Yes
Planet Kurie, Sigma-17	\$600	Yes
Freeport 9, Omicron Theta	\$400	Yes
Planet Malta, Omicron Alpha	\$300	No
Ruiz Base, Omicron Beta	\$100	Yes

Artifacts

Table 3.2: Artifacts Prices

Planet or Base, System	Price	Seller
Planet Manhattan, New York	\$1,282	No
Rochester Base, New York	\$1,215	Yes
Planet New London, New London	\$1,147	No
Padua Base, Galileo	\$1,093	Yes
Leiden Base, Galileo	\$1,080	Yes
Planet New Berlin, New Berlin	\$1,012	No
Trafalgar Base, New London	\$945	Yes
Planet New Tokyo, New Tokyo	\$810	No
Kreuzberg Depot, New Berlin	\$742	Yes
Kagoshima Depot, Kyushu	\$715	Yes
Kabukicho Depot, New Tokyo	\$675	Yes
Luxury Liner <i>Hawaii</i> , Sigma-19	\$364	Yes
Yanagi Depot, Sigma-13	\$350	Yes
Freeport 5, Omega-41	\$202	Yes
Freeport 9, Omicron Theta	\$188	Yes
Leon Base, Omega-41	\$188	Yes
Planet Crete, Omicron Gamma	\$162	Yes
Cadiz Base, Omega-5	\$135	Yes

Basic Alloy

Table 3.3: Basic Alloy Prices

Planet or Base, System	Price	Seller
Tripoli Shipyard, Omicron Gamma	\$280	No
Oeshima Station, Shikoku	\$240	No
Planet Malta, Omicron Alpha	\$240	No
Yokohama Shipyard, New Tokyo	\$203	No
Planet New Tokyo, New Tokyo	\$200	Yes
Freeport 10, Tau-37	\$180	Yes
Planet Honshu, Honshu	\$160	No
Yukawa Shipyard, Honshu	\$160	No
Yanagi Depot, Sigma-13	\$140	Yes
Pueblo Station, Colorado	\$120	No
Detroit Munitions, New York	\$116	No
Trenton Outpost, New York	\$111	Yes
Baltimore Shipyard, New York	\$108	No
Fort Bush, New York	\$108	Yes
Aister Shipyard, Hamburg	\$103	No
Norfolk Shipyard, New York	\$103	No
Mainz Storage Facility, Frankfurt	\$100	Yes
Planet Cambridge, Cambridge	\$100	No
Freeport 6, Tau-29	\$88	Yes
Planet Houston, Texas	\$83	No
Trafalgar Base, New London	\$83	Yes
LPI <i>Sugarland</i> , Texas	\$80	Yes
Planet New London, New London	\$75	Yes
Southampton Shipyard, New London	\$71	No
Essen Station, New Berlin	\$68	No
Oder Shipyard, New Berlin	\$68	No
Planet New Berlin, New Berlin	\$68	No
The Ring, New Berlin	\$68	No
Planet Leeds, Leeds	\$64	No
Qortmund Station, New Berlin	\$60	Yes
Stokes Mining Station, Leeds	\$60	Yes

Beryllium

Table 3.4: Beryllium Prices

Planet or Base, System	Price	Seller
The Ring, New Berlin	\$1,200	No
Qortmund Station, New Berlin	\$1,152	No
Pueblo Station, Colorado	\$1,020	No
Newark Station, New York	\$960	Yes
Planet Honshu, Honshu	\$960	No
Freiburg Station, Stuttgart	\$900	Yes

Planet Los Angeles, California	\$840	Yes
Narita Outpost, New Tokyo	\$780	Yes
LD-14, Leeds	\$360	No
Stokes Mining Station, Leeds	\$300	Yes
Tau-31 Gate Construction Site, Tau-23	\$300	Yes
Kensington Shipping Platform, New London	\$192	Yes
Cardiff Mining Facility, Cambridge	\$144	Yes

Boron

Table 3.5: Boron Prices

Planet or Base, System	Price	Seller
LD-14, Leeds	\$960	No
Stokes Mining Station, Leeds	\$900	Yes
Southampton Shipyard, New London	\$660	No
Sheffield Station, Manchester	\$600	Yes
Yokohama Shipyard, New Tokyo	\$480	No
Narita Outpost, New Tokyo	\$455	Yes
Yukawa Shipyard, Honshu	\$300	No
Planet Hamburg, Hamburg	\$275	No
Alster Shipyard, Hamburg	\$192	No
LPI Sugarland, Texas	\$167	No
Planet Los Angeles, California	\$167	Yes
Pueblo Station, Colorado	\$167	No
Dortmund Station, New Berlin	\$155	No
Newark Station, New York	\$155	Yes
Norfolk Shipyard, New York	\$155	No
Planet Manhattan, New York	\$155	Yes
Trenton Outpost, New York	\$155	Yes
Fort Bush, New York	\$144	Yes
Oder Shipyard, New Berlin	\$144	No
Planet Pittsburgh, New York	\$120	Yes
Mainz Storage Facility, Frankfurt	\$107	Yes
Planet Holstein, Frankfurt	\$107	Yes

Cardamine

Table 3.6: Cardamine Prices

Planet or Base, System	Price	Seller
Planet Manhattan, New York	\$1,500	No
Rochester Base, New York	\$1,409	Yes
Planet New Berlin, New Berlin	\$1,349	No
Planet Houston, Texas	\$1,319	No
Buffalo Base, New York	\$1,229	Yes

Beaumont Base, Texas	\$1,200	Yes
Alcatraz Base, California	\$1,049	Yes
Kreuzberg Depot, New Berlin	\$1,049	Yes
Montezuma Base, Cortez	\$840	Yes
Mactan Base, Magellan	\$810	Yes
Roppongi Station, New Tokyo	\$810	No
Trafalgar Base, New London	\$600	Yes
Yanagi Depot, Sigma-13	\$510	Yes
Ainu Depot, Hokkaido	\$479	Yes
Cali Base, Tau-23	\$389	Yes
Ruiz Base, Omicron Beta	\$329	Yes
Planet Malta, Omicron Alpha	\$300	Yes

Cobalt

Table 3.7: Cobalt Prices

Planet or Base, System	Price	Seller
Planet Honshu, Honshu	\$960	No
Pueblo Station, Colorado	\$648	No
Fort Bush, New York	\$600	Yes
Planet Houston, Texas	\$551	Yes
Altona Station, Hamburg	\$275	Yes
Mainz Storage Facility, Frankfurt	\$275	Yes
Freeport 1, Omega-3	\$240	No
The Ring, New Berlin	\$215	Yes
Dortmund Station, New Berlin	\$204	No
Leipzig Station, Dresden	\$192	Yes
Briesen Mining Facility, Omega-7	\$132	Yes
Freistadt Base, Omega-7	\$120	Yes

Construction Machinery

Table 3.8: Construction Machinery Prices

Planet or Base, System	Price	Seller
Planet Crete, Omicron Gamma	\$1,000	No
Planet Malta, Omicron Alpha	\$1,000	No
Tripoli Shipyard, Omicron Gamma	\$1,000	No
Freeport 10, Tau-37	\$880	Yes
Chugoku Gate Construction Site, Hokkaido	\$700	No
Planet Kurile, Sigma-17	\$700	No
Tau-31 Gate Construction Site, Tau-23	\$600	No
Planet Junyo, Shikoku	\$519	No
Freeport 6, Tau-29	\$500	Yes
Gas Miner <i>Ogashawa</i> , Sigma-19	\$500	No

Luxury Liner <i>Hawaii</i> , Sigma-19	\$500	No
Sapporo Station, Hokkaido	\$500	Yes
Yokohama Shipyard, New Tokyo	\$490	No
Planet New Tokyo, New Tokyo	\$469	Yes
Roppongi Station, New Tokyo	\$469	Yes
Planet Cambridge, Cambridge	\$459	No
Trafalgar Base, New London	\$440	Yes
Yukawa Shipyard, Honshu	\$419	No
Alster Shipyard, Hamburg	\$400	No
Holman Outpost, Tau-31	\$400	Yes
Planet Harris, Tau-31	\$400	No
Planet Holstein, Frankfurt	\$400	No
Planet Honshu, Honshu	\$400	Yes
Planet Stuttgart, Stuttgart	\$400	No
Perth Station, Edinburgh	\$379	No
Planet New London, New London	\$350	Yes
Southampton Shipyard, New London	\$340	No
Planet Leeds, Leeds	\$300	Yes
Oder Shipyard, New Berlin	\$250	No
Planet New Berlin, New Berlin	\$250	No
The Ring, New Berlin	\$250	Yes
California Minor, California	\$139	No
Planet Denver, Colorado	\$139	No
Planet Los Angeles, California	\$139	Yes
Planet Manhattan, New York	\$129	No
Planet Pittsburgh, New York	\$129	No
Baltimore Shipyard, New York	\$120	No
Fort Bush, New York	\$120	Yes
Norfolk Shipyard, New York	\$120	No
Planet Houston, Texas	\$100	Yes

Consumer Goods

Table 3.9:
Consumer Goods Prices

Planet or Base, System	Price	Seller
Falkland Base, Tau-37	\$570	No
Planet Malta, Omicron Alpha	\$551	No
Freeport 10, Tau-37	\$540	Yes
Freeport 5, Omega-41	\$540	Yes
Planet Crete, Omicron Gamma	\$540	No
Freeport 9, Omicron Theta	\$480	Yes
Freital Base, Omega-11	\$480	Yes
Java Station, Tau-23	\$480	No
Cadiz Base, Omega-5	\$450	No
Ruiz Base, Omicron Beta	\$450	Yes
Solarius Station, Omega-11	\$450	No

Arranmore Base, Dublin	\$420	No
Islay Base, Edinburgh	\$420	No
Planet Kuriie, Sigma-17	\$420	No
Freeport 6, Tau-29	\$390	Yes
Freistadt Base, Omega-7	\$390	Yes
Holman Outpost, Tau-31	\$360	Yes
Luxury Liner <i>Shetland</i> , Tau-31	\$335	Yes
Freeport 1, Omega-3	\$330	Yes
Yanagi Depot, Sigma-13	\$330	Yes
Battleship <i>Hood</i> , Dublin	\$300	Yes
Bruchsal Base, Frankfurt	\$300	No
Luxury Liner <i>Hawaii</i> , Sigma-19	\$300	No
Planet Baden-Baden, Stuttgart	\$300	No
Mainz Storage Facility, Frankfurt	\$288	Yes
Glasgow Outpost, Leeds	\$281	Yes
Ainu Depot, Hokkaido	\$270	Yes
Gas Miner <i>Ogashawa</i> , Sigma-19	\$270	No
Leipzig Station, Dresden	\$270	No
Planet Leeds, Leeds	\$258	Yes
Planet Stuttgart, Stuttgart	\$258	Yes
Sheffield Station, Manchester	\$251	Yes
Darmstadt Depot, Stuttgart	\$240	Yes
Gas Miner <i>Naha</i> , Sigma-13	\$240	No
Kagoshima Depot, Honshu	\$240	No
Trafalgar Base, New London	\$240	Yes
Planet New London, New London	\$222	Yes
Vogtland Base, Dresden	\$222	Yes
Kensington Shipping Platform, New London	\$215	Yes
Kyoto Base, Chugoku	\$210	No
Planet Hamburg, Hamburg	\$210	Yes
Padua Base, Galileo	\$197	No
Kreuzberg Depot, New Berlin	\$192	Yes
Planet Cambridge, Cambridge	\$192	Yes
Aomori Station, Honshu	\$180	Yes
Barrow Base, Hudson	\$180	No
Dawson Base, Hudson	\$180	No
Montezuma Base, Cortez	\$180	No
Planet Honshu, Honshu	\$174	Yes
Planet Kyushu, Kyushu	\$174	Yes
Mactan Base, Magellan	\$162	No
Leiden Base, Galileo	\$155	Yes
Freeport 2, Bering	\$150	Yes
Pacifica Base, Bering	\$150	No
Planet New Berlin, New Berlin	\$150	Yes
Nome Base, Kepler	\$137	Yes
Freeport 4, Magellan	\$132	Yes
Planet Curaçao, Cortez	\$132	No

Kabukicho Depot, New Tokyo	\$125	Yes
Shinjuku Station, New Tokyo	\$120	Yes
Ames Research Station, Kepler	\$107	Yes
Duray Base, Colorado	\$107	No
Planet New Tokyo, New Tokyo	\$107	Yes
Planet Denver, Colorado	\$96	No
Planet Los Angeles, California	\$96	Yes
Deshima Station, Shikoku	\$90	Yes
Rochester Base, New York	\$77	Yes
Detroit Munitions, New York	\$72	No
Planet Pittsburgh, New York	\$72	No
Newark Station, New York	\$66	No
Planet Manhattan, New York	\$66	Yes
Trenton Outpost, New York	\$66	No
Alcatraz Depot, California	\$53	Yes
Fort Bush, New York	\$53	Yes
Beaumont Base, Texas	\$41	Yes
Planet Houston, Texas	\$36	Yes

Copper

Table 3.10: Copper Prices

Planet or Base, System	Price	Seller
Pueblo Station, Colorado	\$400	No
Fort Bush, New York	\$360	Yes
LPI Sugarland, Texas	\$300	No
Planet Houston, Texas	\$300	Yes
Stokes Mining Station, Leeds	\$240	No
Altona Station, Hamburg	\$180	Yes
Dortmund Station, New Berlin	\$140	No
The Ring, New Berlin	\$140	Yes
Bonn Station, New Berlin	\$131	Yes
Briesen Mining Facility, Omega-7	\$100	Yes
Frelstadt Base, Omega-7	\$80	Yes
Leipzig Station, Dresden	\$40	Yes

Diamonds

Table 3.11: Diamond Prices

Planet or Base, System	Price	Seller
Planet New Tokyo, New Tokyo	\$1,650	No
Planet Leeds, Leeds	\$1,275	No
Planet New London, New Tokyo	\$1,056	Yes
Planet Manhattan, New York	\$990	No
Rochester Base, New York	\$923	Yes
Planet Cambridge, Cambridge	\$879	Yes
Planet Houston, Texas	\$857	Yes

Buffalo Base, New York	\$836	Yes
Beaumont Base, Texas	\$813	Yes
Dawson Base, Hudson	\$704	Yes
Pacifica Base, Berling	\$660	Yes
Mainz Storage Facility, Frankfurt	\$506	Yes
Planet Hamburg, Hamburg	\$483	Yes
Planet New Berlin, New Berlin	\$396	Yes
Kreuzberg Depot, New Berlin	\$374	Yes
Bautzen Station, Dresden	\$330	Yes
Freiburg Station, Stuttgart	\$308	Yes
Darmstadt Depot, Stuttgart	\$285	Yes
Vogtland Base, Dresden	\$285	Yes
Solaris Station, Omega-II	\$219	Yes
Freital Base, Omega-II	\$198	Yes
Ronneburg Base, Omega-5	\$198	Yes

Engine Components

Table 3.12: Engine Components Prices

Planet or Base, System	Price	Seller
Arranmore Base, Dublin	\$1,500	No
Mactan Base, Magellan	\$1,424	No
Montezuma Base, Cortez	\$1,424	No
Freeport 4, Magellan	\$1,350	Yes
Planet Malta, Omicron Alpha	\$1,350	No
Planet Cambridge, Cambridge	\$1,275	Yes
Cadiz Base, Omega-5	\$1,199	Yes
Freeport 5, Omega-4I	\$1,199	Yes
Planet New London, New London	\$1,199	Yes
Southampton Shipyard, New London	\$1,199	No
Trafalgar Base, New London	\$1,199	Yes
Tripoli Shipyard, Omicron Gamma	\$1,199	No
Freeport 9, Omicron Theta	\$1,125	Yes
Ronneburg Base, Omega-5	\$1,125	No
Freeport 1, Omega-3	\$1,050	Yes
Freital Base, Omega-II	\$1,050	Yes
Glasgow Outpost, Leeds	\$974	Yes
Planet Los Angeles, California	\$974	Yes
Ruiz Base, Omicron Beta	\$974	Yes
Alcatraz Depot, California	\$900	No
Duray Base, Colorado	\$870	No
Freistadt Base, Omega-7	\$825	Yes
Planet Denver, Colorado	\$825	Yes
Baltimore Shipyard, Colorado	\$720	No
Buffalo Base, New York	\$704	No
Padua Base, Galileo	\$690	No

Beaumont Base, Texas	\$675	Yes
Leiden Base, Galileo	\$675	Yes
Nome Base, Kepler	\$675	Yes
Norfolk Shipyard, New York	\$675	No
Planet Houston, Texas	\$600	Yes
Ames Research Station, Kepler	\$524	Yes
Yanagi Depot, Sigma-13	\$524	Yes
Ainu Depot, Hokkaido	\$450	Yes
Darmstadt Depot, Stuttgart	\$450	Yes
Alster Shipyard, Hamburg	\$375	No
Freiburg Station, Stuttgart	\$375	Yes
Oeshima Station, Shikoku	\$344	Yes
Planet Kyushu, Kyushu	\$344	Yes
Kreuzberg Depot, New Berlin	\$299	Yes
Narita Outpost, New Tokyo	\$225	Yes
Planet New Berlin, New Berlin	\$225	Yes
Planet New Tokyo, New Tokyo	\$225	Yes
The Ring, New Berlin	\$225	Yes
Planet Honshu, Honshu	\$150	Yes

Fertilizers

Table 3.13: Fertilizer Prices

Planet or Base, System	Price	Seller
Planet Crete, Omicron Gamma	\$285	No
Freeport 9, Omicron Theta	\$255	Yes
Freeport 5, Omega-41	\$240	Yes
Freeport 1, Omega-3	\$170	Yes
Planet Malta, Omicron Alpha	\$165	No
Yanagi Depot, Sigma-13	\$165	Yes
Planet Cambridge, Cambridge	\$150	Yes
Planet Kyushu, Kyushu	\$150	No
Freeport 10, Tau-37	\$135	Yes
Mainz Storage Facility, Frankfurt	\$135	Yes
Planet Stuttgart, Stuttgart	\$135	No
Oeshima Station, Shikoku	\$120	No
Planet New London, New London	\$120	Yes
Bonn Station, New Berlin	\$105	Yes
Glasgow Outpost, Leeds	\$90	Yes
Planet Denver, Colorado	\$75	Yes
Planet Hamburg, Hamburg	\$75	Yes
Planet Los Angeles, California	\$75	No
Freeport 6, Tau-29	\$60	Yes
Freeport 2, Bering	\$45	No
Shinkaku Station, Tau-29	\$45	Yes
Trenton Outpost, New York	\$45	No
Planet Houston, Texas	\$30	Yes

Food Rations

Table 3.14: Food Rations Prices

Planet or Base, System	Price	Seller
Tripoli Shipyard, Omicron Gamma	\$200	No
Planet Crete, Omicron Gamma	\$190	No
Freeport 5, Omega-41	\$179	No
Leon Base, Omega-41	\$179	No
Freeport 9, Omicron Theta	\$169	Yes
Cadiz Base, Omega-5	\$159	No
Ainu Depot, Hokkaido	\$140	Yes
Falkland Base, Tau-37	\$140	No
Planet Kurile, Sigma-17	\$140	No
Atka Research Station, Sigma-17	\$130	No
Cali Base, Tau-23	\$120	No
Freeport 10, Tau-37	\$120	Yes
Java Station, Tau-23	\$120	No
Ronneburg Base, Omega-5	\$110	No
Ruiz Base, Omicron Beta	\$110	No
Padua Base, Galileo	\$101	No
Battleship <i>Matsumoto</i> , Hokkaido	\$99	No
Chugoku Gate Construction Site, Hokkaido	\$99	No
Freital Base, Omega-11	\$99	Yes
Kyoto Base, Chugoku	\$99	No
Leiden Base, Galileo	\$99	Yes
Nome Base, Kepler	\$99	Yes
Tau-31 Gate Construction Site, Tau-23	\$99	No
Yanagi Depot, Sigma-13	\$99	No
Bruchsal Base, Frankfurt	\$89	No
Douglas Station, Omega-3	\$89	No
Gas Miner <i>Naha</i> , Sigma-13	\$89	No
Gas Miner <i>Ogashawa</i> , Sigma-19	\$89	No
Helgoland Station, Sigma-13	\$89	No
Hoiman Outpost, Tau-31	\$89	Yes
Luxury Liner <i>Hawaii</i> , Sigma-19	\$89	No
Nago Station, Tau-29	\$89	No
Planet Harris, Tau-31	\$89	Yes
Planet Maita, Omicron Alpha	\$89	Yes
Sapporo Station, Hokkaido	\$89	No
Solarius Station, Omega-11	\$89	No
Akita Border Station, Honshu	\$86	No
Aomori Station, Honshu	\$86	Yes
Kansai Research Station, Honshu	\$86	No
Osaka Storage Facility, Honshu	\$86	No
Yukawa Shipyard, Honshu	\$86	No
Duray Base, Colorado	\$84	No

Planet Honshu, Honshu	\$84	Yes
Ames Research Station, Kepler	\$79	Yes
Barrow Base, Hudson	\$79	No
Barrow Base, Hudson	\$79	No
Freeport 6, Tau-29	\$79	Yes
Pueblo Station, Colorado	\$79	No
Rugen Station, Omega-3	\$79	No
Shinkaku Station, Tau-29	\$79	No
Battleship <i>Rio Grande</i> , Colorado	\$74	No
Alcatraz Depot, California	\$70	No
Freeport 1, Omega-3	\$70	Yes
Kagoshima Depot, Kyushu	\$70	No
Leipzig Station, Dresden	\$70	No
Luxury Liner <i>Shetland</i> , Edinburgh	\$70	Yes
Mactan Base, Magellan	\$70	No
Pacifica Base, Bering	\$70	No
Planet Denver, Colorado	\$70	Yes
Islay Base, Edinburgh	\$67	No
Ohashi Border Station, Shikoku	\$67	No
Kabukicho Depot, New Tokyo	\$65	Yes
Narita Outpost, New Tokyo	\$65	No
Pirna Border Station, Dresden	\$65	No
Planet New Tokyo, New Tokyo	\$65	Yes
Roppongi Station, New Tokyo	\$65	Yes
Shinagawa Station, New Tokyo	\$65	Yes
Shinjuku Station, New Tokyo	\$65	Yes
Yokohama Shipyard, New Tokyo	\$65	No
Rochester Base, New York	\$63	Yes
Aberdeen Border Station, Edinburgh	\$60	No
Arranmore Base, Dublin	\$60	No
Battleship <i>Myoko</i> , Shikoku	\$60	No
Bautzen Station, Dresden	\$60	No
Beaumont Base, Texas	\$60	Yes
Buffalo Base, New York	\$60	No
Darmstadt Depot, Stuttgart	\$60	Yes
Fuchu Prison, Shikoku	\$60	No
Montezuma Base, Cortez	\$60	No
Perth Station, Edinburgh	\$60	No
Deshima Station, Shikoku	\$58	Yes
Vogtland Base, Dresden	\$55	Yes
Fort Bush, New York	\$53	Yes
Battleship <i>Hood</i> , Dublin	\$50	Yes
Freeport 4, Magellan	\$50	Yes
Mainz Storage Facility, Frankfurt	\$50	Yes
Planet Houston, Texas	\$50	Yes
Planet Kyushu, Kyushu	\$50	Yes
Planet Leeds, Leeds	\$50	Yes

Planet Manhattan, New York	\$50	Yes
Trenton Outpost, New York	\$50	Yes
Freeport 2, Bering	\$45	Yes
Sheffield Station, Manchester	\$45	Yes
Trafalgar Base, New London	\$45	Yes
Kensington Shipping Platform, New London	\$41	Yes
Freistadt Base, Omega-7	\$40	Yes
Kreuzberg Depot, New Berlin	\$40	Yes
Planet New London, New London	\$40	Yes
Canterbury Station, New London	\$38	Yes
Thames Outpost, New London	\$38	Yes
Planet Cambridge, Cambridge	\$29	Yes
Planet Hamburg, Hamburg	\$29	Yes
Planet Los Angeles, California	\$29	Yes
Planet New Berlin, New Berlin	\$29	Yes
Bonn Station, New Berlin	\$26	Yes
Freiburg Station, Stuttgart	\$12	Yes
Planet Stuttgart, Stuttgart	\$9	Yes

Gate and Lane Parts

Table 3.15: Gate and Lane Parts Prices

Planet or Base, System	Price	Seller
Tau-31 Gate Construction Site, Tau-23	\$1,400	No
Freeport 10, Tau-37	\$1,190	No
Chugoku Gate Construction Site, Hokkaido	\$1,120	No
Freistadt Base, Omega-7	\$1,120	No
Holman Outpost, Tau-31	\$980	Yes
Bonn Station, New Berlin	\$797	Yes
Waterloo Station, New London	\$700	Yes
Roppongi Station, New Tokyo	\$560	Yes
Sheffield Station, Manchester	\$560	No
Trenton Outpost, New York	\$181	Yes
Pueblo Station, Colorado	\$140	Yes

Gold

Table 3.16: Gold Prices

Planet or Base, System	Price	Seller
Tripoli Shipyard, Omicron Gamma	\$1,529	No
Alster Shipyard, Hamburg	\$1,275	No
Oder Shipyard, New Berlin	\$1,189	No
Planet Honshu, Honshu	\$1,189	No

Planet New Berlin, New Berlin	\$1,189	No
Yokawa Shipyard, Honshu	\$1,189	No
Narita Outpost, New Tokyo	\$1,122	Yes
Planet New Tokyo, New Tokyo	\$1,104	No
Yokohama Shipyard, New Tokyo	\$1,104	No
Freiburg Station, Stuttgart	\$1,020	Yes
Baltimore Shipyard, New York	\$866	No
Norfolk Shipyard, New York	\$850	No
Planet Manhattan, New York	\$850	No
Rochester Base, New York	\$798	Yes
Planet Los Angeles, California	\$764	Yes
Buffalo Base, New York	\$747	Yes
Alcatraz Depot, California	\$713	Yes
Montezuma Base, Cortez	\$629	Yes
Mactan Base, Magellan	\$594	Yes
Planet Cambridge, Cambridge	\$543	Yes
Southampton Shipyard, New London	\$476	No
Kensington Shipping Platform, New London	\$459	Yes
Planet New London, New London	\$459	Yes
Trafalgar Base, New London	\$407	Yes
Graves Station, Dublin	\$340	Yes
Battleship <i>Hood</i> , Dublin	\$322	Yes
Arranmore Base, Dublin	\$271	Yes

H-Fuel

Table 3.17: H-Fuel Prices

Planet or Base, System	Price	Seller
Cadiz Base, Omega-5	\$600	No
Ronneburg Base, Omega-5	\$539	No
Mactan Base, Magellan	\$516	No
Montezuma Base, Cortez	\$510	No
Planet Curacao, Cortez	\$510	No
Arranmore Base, Dublin	\$480	No
Freital Base, Omega-11	\$480	Yes
Alcatraz Depot, California	\$467	No
Beaumont Base, Texas	\$450	Yes
Douglas Station, Omega-3	\$450	No
Islay Base, Edinburgh	\$450	No
Solaris Station, Omega-11	\$450	No
Buffalo Base, New York	\$444	No
San Diego Border Station, California	\$444	Yes
Research Station <i>Willard</i> , California	\$444	Yes
Rugen Station, Omega-3	\$432	No
California Minor, California	\$425	Yes
Battleship <i>Hood</i> , Dublin	\$419	Yes

Battleship <i>Yukon</i> , California	\$419	Yes
Falkland Base, Tau-37	\$419	No
Freeport 1, Omega-3	\$419	Yes
Freeport 4, Magellan	\$419	Yes
Java Station, Tau-23	\$419	No
Luxury Liner <i>Shetland</i> , Edinburgh	\$419	No
Planet Los Angeles, California	\$419	Yes
LPI <i>Huntsville</i> , Texas	\$413	Yes
LPI <i>Sugarland</i> , Texas	\$413	No
Battleship <i>Mississippi</i> , Texas	\$408	Yes
Kingston Border Station, Manchester	\$408	Yes
Liverpool Border Station, Manchester	\$408	Yes
Planet Houston, Texas	\$408	Yes
Sheffield Station, Manchester	\$402	Yes
Battleship <i>Norfolk</i> , Cambridge	\$396	Yes
Birmingham Station, Manchester	\$396	No
Barrow Base, Hudson	\$389	No
BPA <i>Newgate</i> , Manchester	\$389	Yes
Briesen Mining Facility, Omega-7	\$389	No
Cambridge Research Station, Cambridge	\$389	No
Cardiff Mining Facility, Cambridge	\$389	No
Oawson Base, Hudson	\$389	No
Detroit Munitions, New York	\$389	No
Elbich Mining Facility, Omega-7	\$389	No
Graves Station, Dublin	\$389	No
Perth Station, Edinburgh	\$389	No
Planet Cambridge, Cambridge	\$389	Yes
West Point Military Academy, New York	\$389	No
Aberdeen Border Station, Edinburgh	\$383	Yes
Baltimore Shipyard, New York	\$360	No
Freeport 10, Tau-37	\$360	Yes
Newark Station, New York	\$360	Yes
Norfolk Shipyard, New York	\$360	No
Pacifica Base, Bering	\$360	No
Planet Manhattan, New York	\$360	Yes
Rochester Base, New York	\$360	Yes
Tau-31 Gate Construction Site, Tau-23	\$360	No
Trafalgar Base, New London	\$360	Yes
Trenton Outpost, New York	\$360	No
Battleship <i>Suffolk</i> , New London	\$353	Yes
Canterbury Station, New London	\$347	No
Kensington Shipping Platform, New London	\$347	Yes
Planet New London, New London	\$347	Yes
Thames Outpost, New London	\$347	Yes

Waterloo Station, New London	\$347	No
Planet Pittsburgh, New York	\$341	No
Southampton Shipyard, New London	\$341	No
Battleship <i>Missouri</i> , New York	\$336	Yes
Fort Bush, New York	\$330	Yes
Freistadt Base, Omega-7	\$330	Yes
Leipzig Station, Dresden	\$330	No
Pirna Border Station, Dresden	\$330	Yes
Tripoli Shipyard, Omicron Gamma	\$330	Yes
Duray Base, Colorado	\$317	No
Durham Border Station, Leeds	\$311	Yes
Darmstadt Depot, Stuttgart	\$300	Yes
Freeport 2, Bering	\$300	Yes
Nome Base, Kepler	\$300	Yes
Planet Leeds, Leeds	\$300	Yes
Battleship <i>Rio Grande</i> , Colorado	\$281	Yes
Battleship <i>York</i> , Leeds	\$269	Yes
Glasgow Outpost, Leeds	\$269	Yes
Planet Denver, Colorado	\$269	Yes
Planet Harris, Tau-31	\$269	Yes
Vogtland Base, Dresden	\$269	Yes
Battleship <i>Westfalen</i> , Hamburg	\$251	Yes
Konstanz Border Station, Stuttgart	\$251	Yes
Ulm Border Station, Stuttgart	\$251	Yes
Planet Hamburg, Hamburg	\$245	Yes
Ames Research Station, Kepler	\$240	Yes
Freeport 9, Omicron Theta	\$240	Yes
Freiburg Station, Stuttgart	\$240	Yes
Holman Outpost, Tau-31	\$240	Yes
Kyoto Base, Chugoku	\$240	Yes
Leiden Base, Galileo	\$240	Yes
Planet Stuttgart, Stuttgart	\$240	Yes
Vierlande Prison, Hamburg	\$240	Yes
Lübeck Border Station, Hamburg	\$222	Yes
Kreuzberg Depot, New Berlin	\$209	Yes
Freeport 6, Tau-29	\$198	Yes
Fuchu Prison, Shikoku	\$186	Yes
Battleship <i>Myoko</i> , Shikoku	\$180	Yes
Battleship <i>Nagumo</i> , Kyushu	\$180	Yes
Oshima Station, Shikoku	\$180	Yes
Ruiz Base, Omicron Beta	\$180	Yes
Brandenburg Border Station, New Berlin	\$168	Yes
Nansei Research Complex, Kyushu	\$168	Yes
Kabukicho Depot, New Tokyo	\$150	Yes
Ohashi Border Station, Shikoku	\$150	Yes
Planet Kyushu, Kyushu	\$150	Yes

Planet New Berlin, New Berlin	\$150	Yes
Yokohama Shipyard, New Tokyo	\$125	Yes
Battleship <i>Matsumoto</i> , Hokkaido	\$120	Yes
Chugoku Gate Construction Site, Hokkaido	\$120	Yes
Narita Outpost, New Tokyo	\$120	Yes
Planet New Tokyo, New Tokyo	\$120	Yes
Shinjuku Station, New Tokyo	\$120	Yes
Shinagawa Station, New Tokyo	\$108	Yes
Ainu Depot, Hokkaido	\$90	Yes
Bruchsal Base, Frankfurt	\$90	Yes
Mannheim Station, Frankfurt	\$90	Yes
Sapporo Station, Hokkaido	\$90	Yes
Fulda Border Station, Frankfurt	\$77	Yes
Mainz Storage Facility, Frankfurt	\$71	Yes
Yanagi Depot, Sigma-13	\$60	Yes
Kansai Research Station, Honshu	\$54	Yes
Planet Honshu, Honshu	\$47	Yes
Akita Border Station, Honshu	\$42	Yes
Osaka Storage Facility, Honshu	\$42	Yes
Aomori Station, Honshu	\$35	Yes
Gas Miner <i>Naha</i> , Sigma-13	\$30	Yes
Gas Miner <i>Ogashawa</i> , Sigma-19	\$23	Yes

High Temperature Alloy

Table 3.18:
High-Temperature Alloy Prices

Planet or Base, System	Price	Seller
Southampton Shipyard, New London	\$800	No
Planet Cambridge, Cambridge	\$680	Yes
Yokohama Shipyard, New Tokyo	\$640	No
Narita Outpost, New Tokyo	\$624	Yes
Kansai Research Station, Honshu	\$600	No
Norfolk Shipyard, New York	\$600	No
Planet Honshu, Honshu	\$560	No
Yukawa Shipyard, Honshu	\$560	Yes
Planet Houston, Texas	\$520	Yes
Mainz Storage Facility, Frankfurt	\$320	Yes
Altona Station, Hamburg	\$280	Yes
Dortmund Station, New Berlin	\$200	Yes
Oder Shipyard, New Berlin	\$167	No
The Ring, New Berlin	\$167	Yes
Leipzig Station, Dresden	\$40	Yes

Hydrocarbons

Table 3.19: Hydrocarbons Prices

Planet or Base, System	Price	Seller
Leipzig Station, Dresden	\$320	No
LPI Sugarland, Texas	\$280	No
Newark Station, New York	\$240	Yes
Dortmund Station, New Berlin	\$200	No
Pueblo Station, Colorado	\$200	No
The Ring, New Berlin	\$200	No
Planet Denver, Colorado	\$180	No
Planet Los Angeles, California	\$180	Yes
Planet Honshu, Honshu	\$160	No
LD-14, Leeds	\$151	No
Stokes Mining Station, Leeds	\$140	Yes
Sheffield Station, Manchester	\$128	Yes
Birmingham Station, Manchester	\$120	Yes
Fuchu Prison, Shikoku	\$120	Yes
Tsushima Depot, Kyushu	\$100	No
Cambridge Research Station, Cambridge	\$80	No
Planet Cambridge, Cambridge	\$80	Yes
Freeport 1, Omega-3	\$60	Yes
Douglas Station, Omega-3	\$40	Yes
Nago Station, Tau-29	\$40	Yes
Rugen Station, Omega-3	\$40	Yes

Light Arms

Table 3.20: Light Arms Prices

Planet or Base, System	Price	Seller
Planet Malta, Omicron Alpha	\$1,400	No
Planet Crete, Omicron Gamma	\$1,330	No
Tripoli Shipyard, Omicron Gamma	\$1,330	No
Leon Base, Omega-41	\$1,260	Yes
Battleship <i>Matsumoto</i> , Hokkaido	\$1,120	No
Rulz Base, Omicron Beta	\$1,120	Yes
Freeport 9, Omicron Theta	\$1,050	Yes
Ronneburg Base, Omega-5	\$1,022	No
Ainu Depot, Hokkaido	\$980	Yes
Freital Base, Omega-11	\$980	Yes
Cadiz Base, Omega-5	\$840	No
Battleship <i>Nagumo</i> , Kyushu	\$812	No
Planet Kyushu, Kyushu	\$797	No
Barrow Base, Hudson	\$770	Yes
Dawson Base, Hudson	\$770	No
Kyoto Base, Chugoku	\$770	No
Sapporo Station, Hokkaido	\$770	No

Akita Border Station, Honshu	\$727	No
Leiden Base, Galileo	\$700	Yes
Montezuma Base, Cortez	\$700	Yes
Planet Honshu, Honshu	\$700	No
Kagoshima Depot, Kyushu	\$686	No
Kabukicho Depot, New Tokyo	\$672	Yes
Padua Base, Galileo	\$657	Yes
Nome Base, Kepler	\$630	No
Planet New Tokyo, New Tokyo	\$630	Yes
Ohashi Border Station, Shikoku	\$587	No
Arranmore Base, Dublin	\$560	No
Cali Base, Tau-23	\$560	No
Yanagi Depot, Sigma-13	\$560	Yes
Battleship <i>Myoko</i> , Shikoku	\$546	No
Fuchu Prison, Shikoku	\$546	No
Oshima Station, Shikoku	\$531	Yes
Darmstadt Depot, Stuttgart	\$518	Yes
Konstanz Border Station, Stuttgart	\$518	No
Pacifica Base, Bering	\$518	No
Freeport 2, Bering	\$490	Yes
Pirna Border Station, Dresden	\$490	No
Vogtland Base, Dresden	\$476	Yes
Battleship <i>Norfolk</i> , Cambridge	\$461	No
Bruchsal Base, Frankfurt	\$448	No
Ulm Border Station, Stuttgart	\$448	No
Aberdeen Border Station, Edinburgh	\$420	No
Battleship <i>Westfalen</i> , Hamburg	\$420	No
Durham Border Station, Leeds	\$420	No
Fulda Border Station, Frankfurt	\$420	No
Planet Cambridge, Cambridge	\$420	No
Planet Stuttgart, Stuttgart	\$420	No
Vierlande Prison, Hamburg	\$420	No
Lübeck Border Station, Hamburg	\$406	No
Battleship <i>York</i> , Leeds	\$391	No
Planet Hamburg, Hamburg	\$391	Yes
Battleship <i>Suffolk</i> , New London	\$350	No
Planet Leeds, Leeds	\$350	Yes
Planet New London, New London	\$350	Yes
Trafalgar Base, New London	\$350	Yes
Kreuzberg Depot, New Berlin	\$321	Yes
Brandenburg Border Station, New Berlin	\$293	No
Beaumont Base, Texas	\$280	Yes
Planet New Berlin, New Berlin	\$280	Yes
Sheffield Station, Manchester	\$280	Yes
The Ring, New Berlin	\$280	Yes
Planet Houston, Texas	\$251	Yes
Duray Base, Colorado	\$238	Yes

Alcatraz Base, Colorado	\$224	Yes
Buffalo Base, New York	\$195	Yes
Rochester Base, New York	\$168	Yes
Trenton Outpost, New York	\$154	Yes
Detroit Munitions, New York	\$140	Yes

Luxury Consumer Goods

Table 3.21:
Luxury Consumer Goods Prices

Planet or Base, System	Price	Seller
Ainu Depot, Hokkaido	\$1,440	No
Luxury Liner <i>Hawaii</i> , Sigma-19	\$1,260	No
Planet Baden-Baden, Stuttgart	\$1,260	No
Luxury Liner <i>Shetland</i> , Edinburgh	\$990	Yes
Planet Honshu, Honshu	\$990	No
Planet Kyushu, Kyushu	\$990	No
Planet New Berlin, New Berlin	\$900	Yes
Planet Cambridge, Cambridge	\$810	No
Planet New Tokyo, New Tokyo	\$810	Yes
Roppongi Station, New Tokyo	\$810	Yes
Planet New London, New London	\$630	Yes
Planet Curacao, Cortez	\$396	No
Planet Denver, Colorado	\$233	Yes
Planet Los Angeles, California	\$216	Yes
Planet Manhattan, New York	\$180	Yes

Luxury Food

Table 3.22: Luxury Food Prices

Planet or Base, System	Price	Seller
Luxury Liner <i>Hawaii</i> , Sigma-19	\$1,600	No
Planet Denver, Colorado	\$1,360	No
Planet Honshu, Honshu	\$1,360	No
Leiden Base, Galileo	\$1,200	No
Planet Manhattan, New York	\$1,200	No
Planet New Tokyo, New Tokyo	\$1,120	Yes
Roppongi Station, New Tokyo	\$1,120	No
Planet Junyo, Shikoku	\$1,040	Yes
Planet Los Angeles, California	\$960	No
Planet Curacao, Cortez	\$800	No
Luxury Liner <i>Shetland</i> , Edinburgh	\$320	Yes
Planet New Berlin, New Berlin	\$320	No
Planet Stuttgart, Stuttgart	\$240	Yes
Planet New London, New London	\$192	Yes
Planet Baden-Baden, Stuttgart	\$176	No
Planet Cambridge, Cambridge	\$160	Yes

Mining Machinery

Table 3.23:
Mining Machinery Prices

Planet or Base, System	Price	Seller
Falkland Base, Tau-37	\$900	No
Fuchu Prison, Shikoku	\$900	No
Java Station, Tau-23	\$720	Yes
Freeport 4, Magellan	\$649	No
Tau-31 Gate Construction Site, Tau-23	\$619	No
Arranmore Base, Dublin	\$600	No
Freeport 6, Tau-29	\$600	Yes
Nago Station, Tau-29	\$600	No
Shinkaku Station, Tau-29	\$600	No
Douglas Station, Omega-3	\$550	No
Rugen Station, Omega-3	\$550	No
Battleship <i>Hood</i> , Dublin	\$520	Yes
Birmingham Station, Manchester	\$499	No
Cardiff Mining Facility, Cambridge	\$499	No
Freeport 1, Omega-3	\$499	No
Graves Station, Dublin	\$499	No
Solarius Station, Omega-11	\$499	No
Holman Outpost, Tau-31	\$480	Yes
Planet Harris, Tau-31	\$469	No
Kensington Shipping Platform, New London	\$450	Yes
Perth Station, Edinburgh	\$450	No
Thames Outpost, New London	\$450	Yes
LD-14, Leeds	\$430	No
Briesen Mining Facility, Omega-7	\$409	No
Elbich Mining Facility, Omega-7	\$409	No
Stokes Mining Facility, Leeds	\$409	No
Freistadt Base, Omega-7	\$400	No
Planet Leeds, Leeds	\$400	Yes
Planet Pittsburgh, New York	\$319	No
Fort Bush, New York	\$300	Yes
Planet Houston, Texas	\$259	Yes
LPI <i>Sugarland</i> , Texas	\$250	No
Leipzig Station, Dresden	\$220	No
Bautzen Station, Dresden	\$199	No
Freiburg Station, Stuttgart	\$150	Yes
Mannheim Station, Frankfurt	\$150	Yes
Altona Station, Hamburg	\$130	Yes
Essen Station, New Berlin	\$120	Yes
Planet New Berlin, New Berlin	\$120	Yes

MOX

Table 3.24: MOX Prices

Planet or Base, System	Price	Seller
Planet Malta, Omicron Alpha	\$960	No
Tripoli Shipyard, Omicron Gamma	\$960	No
Battleship <i>Matsumoto</i> , Hokkaido	\$660	Yes
Chugoku Gate Construction Site, Hokkaido	\$660	No
Battleship <i>Rio Grande</i> , Colorado	\$540	No
Pueblo Station, Colorado	\$503	No
Battleship <i>Yukon</i> , California	\$480	No
Buffalo Base, New York	\$480	No
Baltimore Shipyard, New York	\$455	No
Battleship <i>Missouri</i> , New York	\$420	No
Battleship <i>Myoko</i> , Shikoku	\$420	No
Norfolk Shipyard, New York	\$420	No
Yukawa Shipyard, Honshu	\$360	No
Battleship <i>Mississippi</i> , Texas	\$300	No
Battleship <i>Norfolk</i> , Cambridge	\$300	No
LPI <i>Sugarland</i> , Texas	\$300	No
Tau-31 Gate Construction Site, Tau-23	\$300	No
Yokohama Shipyard, New Tokyo	\$300	Yes
Battleship <i>Nagumo</i> , Kyushu	\$264	No
Nansei Research Complex, Kyushu	\$251	No
Oder Shipyard, New Berlin	\$180	Yes
Dortmund Station, New Berlin	\$120	Yes
LD-14, Leeds	\$72	Yes

Niobium

Table 3.25: Niobium Prices

Planet or Base, System	Price	Seller
Leipzig Station, Dresden	\$1,600	No
The Ring, New Berlin	\$1,440	Yes
Dortmund Station, New Berlin	\$1,376	No
Freiburg Station, Stuttgart	\$1,248	Yes
Planet Manhattan, New York	\$911	No
Rochester Base, New York	\$880	Yes
Pueblo Station, Colorado	\$800	No
Kensington Shipping Platform, New London	\$688	Yes
Stokes Mining Station, Leeds	\$640	Yes
Oeshima Station, Shikoku	\$592	Yes
Planet Honshu, Honshu	\$575	No
Narita Outpost, New Tokyo	\$512	Yes

Planet New Tokyo, New Tokyo	\$512	Yes
Planet Kyushu, Kyushu	\$415	Yes
Homan Outpost, Tau-31	\$320	Yes
Freeport 6, Tau-29	\$287	Yes
Java Station, Tau-23	\$223	Yes
Falkland Base, Tau-37	\$160	Yes

Optical Chips

Table 3.26: Optical Chips Prices

Planet or Base, System	Price	Seller
Essen Station, New Berlin	\$440	No
Planet Leeds, Leeds	\$440	No
Planet Cambridge, Cambridge	\$415	No
Alster Shipyard, Hamburg	\$400	No
Oder Shipyard, New Berlin	\$400	No
Planet New Berlin, New Berlin	\$400	No
The Ring, New Berlin	\$400	No
Southampton Shipyard, New London	\$360	No
Mainz Storage Facility, Frankfurt	\$320	Yes
Sheffield Station, Manchester	\$296	Yes
Planet Houston, Texas	\$232	Yes
Baltimore Shipyard, New York	\$216	No
Norfolk Shipyard, New York	\$207	No
Trenton Outpost, New York	\$200	No
Planet Los Angeles, California	\$160	Yes
Oeshima Station, Shikoku	\$120	No
Planet Honshu, Honshu	\$111	No
Yukawa Shipyard, Honshu	\$103	No
Planet New Tokyo, New Tokyo	\$88	Yes
Yokohama Shipyard, New Tokyo	\$88	No
Shinagawa Station, New Tokyo	\$80	Yes

Optronics

Table 3.27: Optronics Prices

Planet or Base, System	Price	Seller
Planet Cambridge, Cambridge	\$1,329	No
Tripoli Shipyard, Omicron Gamma	\$1,260	No
Planet New London, New London	\$1,203	Yes
Planet Malta, Omicron Alpha	\$1,190	No
Southampton Shipyard, New London	\$1,190	No
Ruiz Base, Omicron Beta	\$1,050	Yes
Planet Leeds, Leeds	\$980	Yes
Glasgow Outpost, Leeds	\$909	Yes
Planet Houston, Texas	\$770	No

Alster Shipyard, Hamburg	\$699	No
Yanagi Depot, Sigma-13	\$630	Yes
Baltimore Shipyard, New York	\$560	No
Fort Bush, New York	\$560	Yes
The Ring, New Berlin	\$518	No
Planet New Berlin, New Berlin	\$489	No
Planet Denver, Colorado	\$462	Yes
Mainz Storage Facility, Frankfurt	\$377	Yes
Oeshima Station, Shikoku	\$279	Yes
Yokohama Shipyard, New Tokyo	\$224	No
Narita Outpost, New Tokyo	\$210	Yes
Planet Honshu, Honshu	\$140	Yes

Padua Base, Galileo	\$30	No
Planet Kurile, Sigma-17	\$30	Yes
Planet Malta, Omicron Alpha	\$30	Yes
LD-14, Leeds	\$27	No
Battleship <i>Hood</i> , Dublin	\$25	Yes
Battleship York, Leeds	\$25	Yes
Briesen Mining Facility, Omega-7	\$25	No
Elbich Mining Facility, Omega-7	\$25	No
Gas Miner <i>Naha</i> , Sigma-13	\$25	Yes
Glasgow Outpost, Leeds	\$25	No
Helgoland Station, Sigma-13	\$25	Yes
Nago Station, Tau-29	\$25	No
Shinkaku Station, Tau-29	\$25	No
Stokes Mining Station, Leeds	\$25	No
Yanagi Depot, Sigma-13	\$25	Yes
Durham Border Station, Leeds	\$22	Yes
Graves Station, Dublin	\$22	No
Ames Research Station, Kepler	\$20	Yes
BPA <i>Newgate</i> , Manchester	\$20	Yes
Dougias Station, Omega-3	\$20	No
Freeport 2, Bering	\$20	Yes
Freeport 6, Tau-29	\$20	Yes
Freistadt Base, Omega-7	\$20	Yes
Leipzig Station, Dresden	\$20	No
Planet Leeds, Leeds	\$20	Yes
Rugen Station, Omega-3	\$20	No
Darmstadt Depot, Stuttgart	\$17	Yes
Kingston Border Station, Manchester	\$17	Yes
Pirna Border Station, Dresden	\$17	Yes
Liverpool Border Station, Manchester	\$16	Yes
Sheffield Station, Manchester	\$16	Yes
Vogtland Base, Dresden	\$16	Yes
Ainu Depot, Hokkaido	\$15	Yes
Bautzen Station, Dresden	\$15	No
Birmingham Station, Manchester	\$15	Yes
Freeport 1, Omega-3	\$15	Yes
Fuchu Prison, Shikoku	\$15	Yes
Luxury Liner <i>Hawaii</i> , Sigma-19	\$15	No
Planet Harris, Tau-31	\$15	Yes
Sapporo Station, Hokkaido	\$15	Yes
Battleship <i>Myoko</i> , Shikoku	\$12	Yes
Buffalo Base, New York	\$12	No
Oeshima Station, Shikoku	\$12	Yes
Fulda Border Station, Frankfurt	\$12	Yes
Mainz Storage Facility, Frankfurt	\$12	Yes
Ohashi Border Station, Shikoku	\$12	Yes
Battleship <i>Nagumo</i> , Kyushu	\$10	Yes

Oxygen

Table 3.28: Oxygen Prices

Planet or Base, System	Price	Seller
Cadiz Base, Omega-5	\$80	No
Freeport 5, Omega-41	\$60	No
Freeport 9, Omicron Theta	\$60	No
Ronneburg Base, Omega-5	\$60	No
Ruiz Base, Omicron Beta	\$60	Yes
Solarius Station, Omega-II	\$55	No
Tripoli Shipyard, Omicron Gamma	\$55	Yes
Cali Base, Tau-23	\$50	No
Falkland Base, Tau-37	\$50	No
Java Station, Tau-23	\$50	No
Freital Base, Omega-II	\$45	Yes
Planet Crete, Omicron Gamma	\$45	Yes
Atka Research Station, Sigma-17	\$40	No
Freeport 10, Tau-37	\$40	Yes
Leon Base, Omega-41	\$40	No
Luxury Liner <i>Shetland</i> , Edinburgh	\$40	No
Tau-31 Gate Construction Site, Tau-23	\$40	No
Aberdeen Border Station, Edinburgh	\$35	Yes
Arranmore Base, Dublin	\$35	No
Barrow Base, Hudson	\$35	No
Dawson Base, Hudson	\$35	No
Islay Base, Edinburgh	\$35	Yes
Perth Station, Edinburgh	\$32	Yes
Battleship <i>Matsumoto</i> , Hokkaido	\$30	Yes
Bruchsal Base, Frankfurt	\$30	Yes
Chugoku Gate Construction Site, Hokkaido	\$30	Yes
Leiden Base, Galileo	\$30	Yes
Nome Base, Kepler	\$30	Yes
Pacifica Base, Bering	\$30	No

Gas Miner <i>Ogashawa</i> , Sigma-19	\$10	Yes
Holman Outpost, Tau-31	\$10	Yes
Mannheim Station, Frankfurt	\$10	Yes
Nansei Research Complex, Kyushu	\$10	Yes
Planet Holstein, Frankfurt	\$10	Yes
Planet Junyo, Shikoku	\$10	Yes
Battleship <i>Missouri</i> , New York	\$8	Yes
Kabukicho Depot, New Tokyo	\$8	Yes
Kreuzberg Depot, New Berlin	\$8	Yes
Lübeck Border Station, Hamburg	\$8	Yes
Rochester Base, New York	\$8	Yes
Trafalgar Base, New London	\$8	Yes
Willard Research Station, California	\$8	Yes
Akita Border Station, Honshu	\$6	Yes
Aomori Station, Honshu	\$6	Yes
Battleship <i>Mississippi</i> , Texas	\$6	Yes
Battleship <i>Norfolk</i> , Cambridge	\$6	Yes
Battleship <i>Rio Grande</i> , Colorado	\$6	Yes
Battleship <i>Suffolk</i> , New London	\$6	Yes
Battleship <i>Westfalen</i> , Hamburg	\$6	Yes
Beaumont Base, Texas	\$6	Yes
Brandenburg Border Station, New Berlin	\$6	Yes
California Minor, California	\$6	Yes
Fort Bush, New York	\$6	Yes
Freeport 4, Magellan	\$6	Yes
Kansai Research Station, Honshu	\$6	Yes
Kensington Shipping Platform, New London	\$6	Yes
Kyoto Base, Chugoku	\$6	Yes
LPI <i>Huntsville</i> , Texas	\$6	Yes
Osaka Storage Facility, Honshu	\$6	Yes
San Diego Border Station, California	\$6	Yes
Thames Outpost, New London	\$6	Yes
Vierlande Prison, Hamburg	\$6	Yes
West Point Military Academy, New York	\$6	Yes
Yokohama Shipyard, New Tokyo	\$6	Yes
Battleship <i>Yukon</i> , California	\$5	Yes
Konstanz Border Station, Stuttgart	\$5	Yes
Planet Baden-Baden, Stuttgart	\$5	Yes
Planet Cambridge, Cambridge	\$5	Yes
Planet Denver, Colorado	\$5	Yes
Planet Hamburg, Hamburg	\$5	Yes
Planet Honshu, Honshu	\$5	Yes
Planet Houston, Texas	\$5	Yes
Planet Kyushu, Kyushu	\$5	Yes

Planet Los Angeles, California	\$5	Yes
Planet Manhattan, New York	\$5	Yes
Planet New Berlin, New Berlin	\$5	Yes
Planet New London, New London	\$5	Yes
Planet New Tokyo, New Tokyo	\$5	Yes
Freiburg Station, Stuttgart	\$4	Yes
Ulm Border Station, Stuttgart	\$4	Yes
Planet Stuttgart, Stuttgart	\$3	Yes
Planet Curacao, Cortez	\$2	Yes

Pharmaceuticals

Table 3.29:
Pharmaceuticals Prices

Planet or Base, System	Price	Seller
Planet Malta, Omicron Alpha	\$800	No
Ruiz Base, Omicron Beta	\$800	No
Faikland Base, Tau-37	\$719	No
Leon Base, Omega-41	\$719	No
Freeport 5, Omega-41	\$680	Yes
Planet Crete, Omicron Gamma	\$680	No
Freeport 10, Tau-37	\$639	Yes
Freeport 9, Omicron Theta	\$543	Yes
Java Station, Tau-23	\$480	No
Leipzig Station, Dresden	\$480	No
Planet Kurile, Sigma-17	\$480	No
Solarius Station, Omega-11	\$480	No
Darmstadt Depot, Stuttgart	\$448	Yes
Ronneburg Base, Omega-5	\$439	No
Vogtland Base, Dresden	\$439	Yes
Atka Research Station, Sigma-17	\$415	Yes
Planet Harris, Tau-31	\$415	No
Ainu Depot, Hokkaido	\$400	Yes
Cali Base, Tau-23	\$400	No
Freital Base, Omega-11	\$400	Yes
Holman Outpost, Tau-31	\$400	Yes
Mainz Storage Facility, Frankfurt	\$400	Yes
Bruchsal Base, Frankfurt	\$383	No
Planet Stuttgart, Stuttgart	\$383	Yes
Battleship <i>Matsumoto</i> , Hokkaido	\$359	No
Islay Base, Edinburgh	\$359	No
Planet Baden-Baden, Stuttgart	\$359	No
Cadiz Base, Omega-5	\$335	Yes
Kreuzberg Depot, New Berlin	\$335	Yes
Luxury Liner <i>Hawaii</i> , Sigma-19	\$335	No
Freeport 6, Tau-29	\$320	Yes
Freistadt Base, Omega-7	\$320	Yes

Gas Miner <i>Naha</i> , Sigma-13	\$320	No
Planet New Berlin, New Berlin	\$320	Yes
Sapporo Station, Hokkaido	\$320	Yes
Battleship <i>Westfalen</i> , Hamburg	\$311	No
Gas Miner <i>Ogashawa</i> , Sigma-13	\$311	No
Luxury Liner <i>Shetland</i> , Edinburgh	\$304	No
Vierlande Prison, Hamburg	\$296	No
Planet Hamburg, Hamburg	\$287	Yes
LD-14, Leeds	\$279	No
Kyoto Base, Chugoku	\$272	No
Barrow Base, Hudson	\$263	No
Battleship <i>Hood</i> , Dublin	\$263	No
Battleship <i>Nagumo</i> , Kyushu	\$255	No
Battleship <i>York</i> , Leeds	\$255	No
Freeport 1, Omega-3	\$255	Yes
Glasgow Outpost, Leeds	\$255	Yes
Aomori Station, Honshu	\$248	Yes
BPA <i>Newgate</i> , Manchester	\$248	No
Pacifica Base, Bering	\$248	No
Dawson Base, Hudson	\$239	No
Kagoshima Depot, Kyushu	\$239	No
Planet Honshu, Honshu	\$239	Yes
Planet Kyushu, Kyushu	\$239	Yes
Planet Leeds, Leeds	\$239	Yes
Sheffield Station, Manchester	\$239	Yes
Trafalgar Base, New London	\$239	Yes
Kabukicho Depot, New Tokyo	\$231	Yes
Battleship Suffolk, New London	\$224	No
Kensington Shipping Platform, New London	\$224	Yes
Planet New London, New London	\$224	Yes
Shinjuku Station, New Tokyo	\$224	Yes
Mactan Base, Magellan	\$216	No
Montezuma Base, Cortez	\$216	No
Planet New Tokyo, New Tokyo	\$216	Yes
Freeport 2, Bering	\$200	Yes
Freeport 4, Magellan	\$192	Yes
Planet Curacao, Cortez	\$192	No
Alcatraz Depot, California	\$176	No
Battleship <i>Myoko</i> , Shikoku	\$176	No
Cambridge Research Station, Cambridge	\$176	Yes
Oeshima Station, Shikoku	\$176	Yes
Fuchu Prison, Shikoku	\$176	No
Planet Cambridge, Cambridge	\$176	Yes
Beaumont Base, Texas	\$168	Yes
Buffalo Base, New York	\$168	No

Leiden Base, Galileo	\$159	Yes
Nome Base, Kepler	\$159	Yes
Padua Base, Galileo	\$159	No
Planet Houston, Texas	\$144	Yes
Planet Los Angeles, California	\$144	Yes
Rochester Base, New York	\$135	Yes
Ames Research Station, Kepler	\$120	Yes
Planet Manhattan, New York	\$120	Yes
Fort Bush, New York	\$111	Yes
Planet Denver, Colorado	\$87	Yes

Polymers

Table 3.30: Polymers Prices

Planet or Base, System	Price	Seller
Tripoli Shipyard, Omicron Gamma	\$600	No
Atka Research Station, Sigma-17	\$570	No
Planet Crete, Omicron Gamma	\$570	No
Freeport 9, Omicron Theta	\$540	Yes
Planet Malta, Omicron Alpha	\$540	No
Planet Denver, Colorado	\$491	No
Freeport 5, Omega-41	\$480	Yes
Planet Houston, Texas	\$480	No
Pueblo Station, Colorado	\$468	No
Planet Honshu, Honshu	\$450	No
Baltimore Shipyard, New York	\$438	No
Yukawa Shipyard, Honshu	\$431	No
Alster Shipyard, Hamburg	\$420	No
Oeshima Station, Shikoku	\$420	No
Norfolk Shipyard, New York	\$420	No
Newark Station, New York	\$414	Yes
Shinagawa Station, New Tokyo	\$390	Yes
Dortmund Station, New Berlin	\$360	No
Freeport 10, Tau-37	\$360	Yes
Oder Shipyard, New Berlin	\$360	No
Planet New Berlin, New Berlin	\$360	No
Planet New Tokyo, New Tokyo	\$360	No
The Ring, New Berlin	\$360	Yes
Yokohama Shipyard, New Tokyo	\$360	No
Planet Los Angeles, California	\$330	Yes
Stokes Mining Station, Leeds	\$270	No
Tsushima Depot, Kyushu	\$270	Yes
Cadiz Base, Omega-5	\$240	Yes
Planet Leeds, Leeds	\$240	No
Southampton Shipyard, New London	\$240	No
Freeport 6, Tau-29	\$192	Yes
Sheffield Station, Manchester	\$185	Yes

Birmingham Station, Manchester	\$180	Yes
Cambridge Research Station, Cambridge	\$180	No
Nago Station, Tau-29	\$180	Yes
Planet Cambridge, Cambridge	\$180	Yes
Douglas Station, Omega-3	\$120	Yes
Freeport 1, Omega-3	\$120	Yes
Rugen Station, Omega-3	\$107	Yes

Scrap Metal

Table 3.31: Scrap Metal Prices

Planet or Base, System	Price	Seller
Dortmund Station, New Berlin	\$100	No
Oder Shipyard, New Berlin	\$95	Yes
Alster Shipyard, Hamburg	\$90	Yes
Kreuzberg Depot, New Berlin	\$90	Yes
LPI Sugarland, Texas	\$70	No
Stokes Mining Station, Leeds	\$70	No
Southampton Shipyard, New London	\$55	Yes
Beaumont Base, Texas	\$50	Yes
Trafalgar Base, New London	\$45	Yes
Helgoland Station, Sigma-13	\$30	Yes
Yanagi Depot, Sigma-13	\$25	Yes
Buffalo Base, New York	\$20	Yes
Fort Bush, New York	\$20	Yes
Newark Station, New York	\$20	Yes
Planet Los Angeles, California	\$20	Yes
Yukawa Shipyard, Honshu	\$20	Yes
Baltimore Shipyard, New York	\$18	Yes
Norfolk Shipyard, New York	\$18	Yes
Rochester Base, New York	\$18	Yes
Yokohama Shipyard, New Tokyo	\$15	Yes
Ainu Depot, Hokkaido	\$10	No
Arranmore Base, Dublin	\$10	No
Battleship <i>Matsumoto</i> , Hokkaido	\$10	No
Cadiz Base, Omega-5	\$10	No
Chugoku Gate Construction Site, Hokkaido	\$10	No
Kyoto Base, Chugoku	\$10	No
Ronneburg Base, Omega-5	\$10	No
Sapporo Station, Hokkaido	\$10	No

Ship Hull Panels

Table 3.32: Ship Hull Panels Prices

Planet or Base, System	Price	Seller
Tripoli Shipyard, Omicron Gamma	\$640	No
Baltimore Shipyard, New York	\$560	No
Planet Malta, Omicron Alpha	\$560	No
Freeport 10, Tau-37	\$480	Yes
Yukawa Shipyard, Honshu	\$480	No
Planet Houston, Texas	\$440	Yes
Yokohama Shipyard, New Tokyo	\$440	No
Freeport 6, Tau-29	\$280	Yes
Yanagi Depot, Sigma-13	\$280	Yes
Alster Shipyard, Hamburg	\$240	No
Mainz Storage Facility, Frankfurt	\$240	Yes
Oder Shipyard, New Berlin	\$176	No
Dortmund Station, New Berlin	\$160	Yes
Southampton Shipyard, New London	\$160	No
Stokes Mining Station, Leeds	\$80	Yes

Silver

Table 3.33: Silver Prices

Planet or Base, System	Price	Seller
Planet New Tokyo, New Tokyo	\$840	No
Narita Outpost, New Tokyo	\$797	Yes
California Minor, California	\$713	No
Planet Los Angeles, California	\$700	Yes
Planet Manhattan, New York	\$630	No
Planet Harris, Tau-31	\$560	No
Planet Houston, Texas	\$560	Yes
Mainz Storage Facility, Frankfurt	\$531	Yes
Planet Hamburg, Hamburg	\$420	Yes
Planet New London, New London	\$378	No
Canterbury Station, New London	\$363	Yes
Kensington Shipping Platform, New London	\$363	Yes
Planet New Berlin, New Berlin	\$363	Yes
Bonn Station, New Berlin	\$350	Yes
Elbich Mining Facility, Omega-7	\$154	Yes
Freistadt Base, Omega-7	\$140	Yes

Super Alloy

Table 3.34: Super Alloy Prices

Planet or Base, System	Price	Seller
Oder Shipyard, New Berlin	\$960	No
Alster Shipyard, Hamburg	\$600	No
Yokohama Shipyard, New Tokyo	\$431	No
Roppongi Station, New Tokyo	\$408	Yes
Southampton Shipyard, New London	\$240	No
Planet Houston, Texas	\$215	Yes
Stokes Mining Station, Leeds	\$215	Yes
Norfolk Shipyard, New York	\$180	No
Trenton Outpost, New York	\$167	Yes
Planet Denver, Colorado	\$132	Yes
Pueblo Station, Colorado	\$120	Yes

Superconductors

Table 3.35: Superconductors Prices

Planet or Base, System	Price	Seller
Oder Shipyard, New Berlin	\$700	No
The Ring, New Berlin	\$700	No
Southampton Shipyard, New London	\$600	No
Kansai Research Station, Honshu	\$440	No
Planet Honshu, Honshu	\$440	No
Yukawa Shipyard, Honshu	\$430	Yes
Nansei Research Complex, Kyushu	\$419	No
Alster Shipyard, Hamburg	\$400	No
Yokohama Shipyard, New Tokyo	\$320	No
Roppongi Station, New Tokyo	\$300	Yes
Oeshima Station, Shikoku	\$220	Yes
Planet Houston, Texas	\$179	Yes
Planet Los Angeles, California	\$179	Yes
Norfolk Shipyard, New York	\$129	No
Trenton Outpost, New York	\$129	Yes
Fort Bush, New York	\$120	Yes
Planet Denver, Colorado	\$110	Yes
Pueblo Station, Colorado	\$100	Yes

Terraforming Gases

Table 3.36: Terraforming Gases Prices

Planet or Base, System	Price	Seller
Freeport 9, Omicron Theta	\$80	No
Freeport 10, Tau-37	\$40	No
Yanagi Depot, Sigma-13	\$40	Yes
California Minor, California	\$35	No
Oeshima Station, Shikoku	\$25	No
Perth Station, Edinburgh	\$25	No
Planet Harris, Tau-31	\$25	No
Mainz Storage Facility, Frankfurt	\$20	Yes
Planet Stuttgart, Stuttgart	\$20	No
Freeport 6, Tau-29	\$15	Yes
Birmingham Station, Manchester	\$10	Yes
Shinkaku Station, Tau-29	\$10	Yes
Oortmund Station, New Berlin	\$5	Yes
Pueblo Station, Colorado	\$5	Yes
Stokes Mining, Station Leeds	\$5	Yes

Toxic Waste

Table 3.37: Toxic Waste Prices

Planet or Base, System	Price	Seller
Oortmund Station, New Berlin	\$200	No
Oder Shipyard, New Berlin	\$190	Yes
Alster Shipyard, Hamburg	\$170	Yes
Battleship <i>Westfalen</i> , Hamburg	\$160	Yes
LD-14, Leeds	\$124	No
Battleship <i>York</i> , Leeds	\$122	Yes
Stokes Mining Station, Leeds	\$120	Yes
Southampton Shipyard, New London	\$110	Yes
Battleship <i>Suffolk</i> , New London	\$100	Yes
Battleship <i>Norfolk</i> , Cambridge	\$90	Yes
LPI <i>Sugarland</i> , Texas	\$44	Yes
Battleship <i>Mississippi</i> , Texas	\$40	Yes
Heigoiland Station, Sigma-13	\$40	Yes
Yokohama Shipyard, New Tokyo	\$40	Yes
Battleship <i>Myako</i> , Shikoku	\$20	Yes
Battleship <i>Naguma</i> , Kyushu	\$20	Yes
Yukawa Shipyard, Honshu	\$20	Yes
Battleship <i>Missouri</i> , New York	\$12	Yes
Baltimore Shipyard, New York	\$10	Yes
Battleship <i>Matsumoto</i> , Hokkaido	\$10	Yes
Norfolk Shipyard, New York	\$10	Yes

Pueblo Station, Colorado	\$4	Yes
Battleship <i>Rio Grande</i> , Colorado	\$2	Yes
Battleship <i>Yukon</i> , California	\$2	Yes

Water

Table 3.38: Water Prices

Planet or Base, System	Price	Seller
Freeport 5, Omega-41	\$240	No
Freeport 9, Omicron Theta	\$240	No
Leon Base, Omega-41	\$240	No
Tripoli Shipyard, Omicron Gamma	\$225	Yes
Cadiz Base, Omega-5	\$210	No
Falkland Base, Tau-37	\$210	No
Planet Crete, Omicron Gamma	\$195	Yes
Solarius Station, Omega-11	\$195	No
Freeport 10, Tau-37	\$180	Yes
Ruiz Base, Omicron Beta	\$180	Yes
Ronneburg Base, Omega-5	\$165	No
Cali Base, Tau-23	\$150	No
Freital Base, Omega-11	\$150	Yes
Java Station, Tau-23	\$150	No
Planet Malta, Omicron Alpha	\$150	Yes
Atka Research Station, Sigma-17	\$120	No
Barrow Base, Hudson	\$120	No
Dawson Base, Hudson	\$120	No
Tau-31 Gate Construction Site, Tau-23	\$120	No
Arranmore Base, Dublin	\$105	No
Pacifica Base, Bering	\$105	No
Padua Base, Galileo	\$92	No
Battleship <i>Matsumoto</i> , Hokkaido	\$90	Yes
Bruchsal Base, Frankfurt	\$90	Yes
Chugoku Gate Construction Site, Hokkaido	\$90	Yes
Leiden Base, Galileo	\$90	Yes
Nome Base, Kepler	\$90	Yes
Planet Kurile, Sigma-17	\$90	Yes
LD-14, Leeds	\$83	No
Battleship <i>Hood</i> , Dublin	\$75	Yes
Battleship <i>York</i> , Leeds	\$75	Yes
Briesen Mining Facility, Omega-7	\$75	No
Elbich Mining Facility, Omega-7	\$75	No
Freeport 2, Bering	\$75	Yes
Gas Miner <i>Naha</i> , Sigma-13	\$75	Yes
Glasgow Outpost, Leeds	\$75	No
Helgoland Station, Sigma-13	\$75	Yes
Nago Station, Tau-29	\$75	No

Shinkaku Station, Tau-29	\$75	No
Stokes Mining Station, Leeds	\$75	No
Yanagi Depot, Sigma-13	\$75	Yes
Durham Border Station, Leeds	\$66	Yes
Graves Station, Dublin	\$66	No
Ames Research Station, Kepler	\$60	Yes
Beaumont Base, Texas	\$60	Yes
BPA <i>Newgate</i> , Manchester	\$60	Yes
Douglas Station, Omega-3	\$60	No
Freeport 6, Tau-29	\$60	Yes
Freistadt Base, Omega-7	\$60	Yes
Leipzig Station, Dresden	\$60	No
LPI <i>Sugarland</i> , Texas	\$60	No
Planet Leeds, Leeds	\$60	Yes
Rugen Station, Omega-3	\$60	No
Pirna Border Station, Dresden	\$53	Yes
Darmstadt Depot, Stuttgart	\$51	Yes
Kingston Border Station, Manchester	\$51	Yes
Battleship <i>Mississippi</i> , Texas	\$48	Yes
Liverpool Border Station, Manchester	\$48	Yes
LPI <i>Huntsville</i> , Texas	\$48	Yes
Sheffield Station, Manchester	\$48	Yes
Vogtland Base, Dresden	\$48	Yes
Ainu Depot, Hokkaido	\$45	Yes
Bautzen Station, Dresden	\$45	No
Birmingham Station, Manchester	\$45	Yes
Freeport 1, Omega-3	\$45	Yes
Fuchu Prison, Shikoku	\$45	Yes
Luxury Liner <i>Hawaii</i> , Sigma-19	\$45	No
Planet Houston, Texas	\$45	Yes
Sapporo Station, Hokkaido	\$45	Yes
Buffalo Base, New York	\$41	No
Fulda Border Station, Frankfurt	\$38	Yes
Battleship <i>Myako</i> , Shikoku	\$36	Yes
Gas Miner <i>Ogashawa</i> , Sigma-19	\$30	Yes
Holman Outpost, Tau-31	\$30	Yes
Mannheim Station, Frankfurt	\$30	Yes
Nansei Research Complex, Kyushu	\$30	Yes
Planet Holstein, Frankfurt	\$30	Yes
Planet Junyo, Shikoku	\$30	Yes
Rochester Base, New York	\$26	Yes
Trafalgar Base, New London	\$26	Yes
Battleship <i>Missouri</i> , New York	\$24	Yes
Battleship <i>Yukon</i> , California	\$24	Yes
California Minor, California	\$24	Yes
Kabukicho Depot, New Tokyo	\$24	Yes
Kreuzberg Depot, New Berlin	\$24	Yes

Lübeck Border Station, Hamburg	\$24	Yes
Planet Los Angeles, California	\$24	Yes
Willard Research Station, California	\$24	Yes
Akita Border Station, Honshu	\$20	Yes
Battleship <i>Rio Grande</i> , Colorado	\$20	Yes
Battleship <i>Westfalen</i> , Hamburg	\$20	Yes
Fort Bush, New York	\$20	Yes
Kensington Shipping Platform, New London	\$20	Yes
Kyoto Base, Chugoku	\$20	Yes
Osaka Storage Facility, Honshu	\$20	Yes
San Diego Border Station, California	\$20	Yes
West Point Military Academy, New York	\$20	Yes
Aberdeen Border Station, Edinburgh	\$18	Yes
Aomori Station, Honshu	\$18	Yes
Battleship <i>Norfolk</i> , Cambridge	\$18	Yes
Battleship <i>Suffolk</i> , New London	\$18	Yes
Brandenburg Border Station, New Berlin	\$18	Yes
Freeport 4, Magellan	\$18	Yes
Freiburg Station, Stuttgart	\$18	Yes
Kansai Research Station, Honshu	\$18	Yes
Konstanz Border Station, Stuttgart	\$18	Yes
Thames Outpost, New London	\$18	Yes
Ulm Border Station, Stuttgart	\$18	Yes
Vierlande Prison, Hamburg	\$18	Yes
Yokohama Shipyard, New Tokyo	\$18	Yes
Islay Base, Edinburgh	\$15	Yes
Perth Station, Edinburgh	\$15	Yes
Planet Baden-Baden, Stuttgart	\$15	Yes
Planet Cambridge, Cambridge	\$15	Yes
Planet Curacao, Cortez	\$15	Yes
Planet Denver, Colorado	\$15	Yes
Planet Hamburg, Hamburg	\$15	Yes
Planet Honshu, Honshu	\$15	Yes
Planet Kyushu, Kyushu	\$15	Yes
Planet Manhattan, New York	\$15	Yes
Planet New Berlin, New Berlin	\$15	Yes
Planet New London, New London	\$15	Yes
Planet New Tokyo, New Tokyo	\$15	Yes
Planet Stuttgart, Stuttgart	\$15	Yes

You Can Run It, but You Can't Hide It

Freelancer's numerous factions also are interested in the commodities trade—and often they're interested in what you're currently transporting! When you run into a police or military vessel, or a group from a criminal faction, you have a 30 percent chance of being scanned. Your hold holds no secrets. The house factions (police and military of Liberty, Bretonia, Kusari, and Rheinland) are interested only in contraband, specifically Cardamine and alien artifacts. If you're hauling either of these and you get scanned, expect to be attacked.

DESIGNER TIP >>>

If you get scanned and you just happen to be carrying loot that another faction wants, a box will pop up asking you to drop your cargo. Instead of immediately hitting "Drop" or "Concel", try running to an immediate exit while the box is still up, like a nearby jump gate, trade lane, or even a base. By the time that faction realizes you're not going to drop your loot, you'll be long gone!

— Jorg Neumann,
lead designer



Table 3.39 reveals each house's interest in contraband. The number 1.0 represents high priority; 2.0 is *highest* priority.

Table 3.39: House Faction Scanning Interests

Faction	Artifacts	Cardamine
Liberty Navy	1.0	2.0
Liberty Police, Inc.	2.0	2.0
Liberty Security Force	2.0	2.0
Bretonia Armed Forces	1.0	2.0
Bretonia Police Authority	2.0	2.0
Kusari Naval Forces	1.0	2.0
Kusari State Police	1.0	2.0
Rheinland Military	1.0	2.0
Rheinland Federal Police	2.0	2.0

Criminal factions, such as the Liberty Rogues, Red Hessians, and Corsairs, will scan you for many commodities, but they don't announce it like house factions. In general, criminals are looking for whatever they usually trade in or smuggle, for things they consume, and for valuable commodities in general, favoring manufactured goods over raw materials. Factions that build their own ships (such as the Corsairs) also are looking for shipbuilding supplies. There are three types of cargo with regard to whether a criminal ship or ships will attack you.

● **They Can Take It or Leave It:** This category usually includes basic commodities such as food, oxygen, water, and H-fuel. They're

needed, but not worth dying over. Exceptions include the Outcasts and Corsairs; both of these factions have home planets to feed, and will fight for food.

● **They Desire It:** These items have good resale value but aren't necessarily needed by that faction.

● **They Highly Desire It:** These are commodities that are in high demand, that are that faction's smuggling specialty, or have high profit potential. You're probably in for it.

Table 3.40 reveals the interests of each criminal faction.

Table 3.40: Criminal Faction Scanning Interests

Criminal Faction	Can Take or Leave	Desire	Highly Desire
Blood Dragons	Consumer Goods, Food Rations, Pharmaceuticals	Engine Components, Optronics	MOX, Niobium, Light Arms
Bundschuh	Consumer Goods, Food Rations, H-Fuel, Oxygen, Pharmaceuticals, Water	Light Arms	Alien Artifacts, Diamonds
Corsairs	Oxygen, Scrap Metal, Water	Consumer Goods, Fertilizers, Pharmaceuticals	Basic Alloys, Construction Machinery, Diamonds, Engine Components, Food Rations, Gold, H-Fuel, MOX, Optronics, Polymers, Ship Hull Panels, Light Arms
Farmers Alliance	Consumer Goods, H-Fuel, Oxygen, Pharmaceuticals, Water	N/A	Basic Alloys, Boron, Engine Components, Gold, High Temperature Alloys, Optronics, Polymers, Ship Hull Panels, Super Alloys
Gaians	Consumer Goods, Food Rations, H-Fuel, Oxygen, Pharmaceuticals, Water	N/A	N/A
Golden Chrysanthemums	Consumer Goods, H-Fuel, Oxygen, Pharmaceuticals, Water	N/A	Cardamine, Diamonds, Gold, Luxury Consumer Goods, Luxury Food, Niobium, Silver
Hogosha	Food Rations, H-Fuel, Oxygen, Pharmaceuticals, Water	Boron, Engine Components, High Temperature Alloys, Optronics, Polymers, Ship Hull Panels, Super Alloys, Superconductors, Gate/Lane Parts	Alien Artifacts, Diamonds, Gold, Niobium

continued

Table 3.40: Criminal Faction Scanning Interests (continued)

Criminal Faction	Can Take or Leave	Desire	Highly Desire
Junkers	Food Rations, Oxygen, Scrap Metal, Toxic Waste, Water	Cobalt, Consumer Goods, Engine Components, H-Fuel, Optronics, Ship Hull Panels	Alien Artifacts, Cardamine, Diamonds, Gold, Luxury Consumer Goods, Niobium, Silver
Lane Hackers	H-Fuel, Oxygen, Pharmaceuticals, Water	N/A	Alien Artifacts, Cardamine, Diamonds, Gold, Luxury Consumer Goods, Luxury Food, Light Arms, Gate/Lane Parts
Liberty Rogues	Food Rations, Oxygen, Scrap Metal, Toxic Waste, Water	Cobalt, Consumer Goods, Engine Components, H-Fuel, Optronics, Pharmaceuticals, Ship Hull Panels	Alien Artifacts, Cardamine, Diamonds, Gold, Luxury Consumer Goods, Niobium, Silver
LWB	Consumer Goods, H-Fuel, Oxygen, Pharmaceuticals, Water	N/A	Food Rations, Luxury Food
Mollys	Consumer Goods, Food Rations, H-Fuel, Oxygen, Pharmaceuticals, Water	Mining Machinery	Gold, MOX, Light Arms
Outcasts	Food Rations, Oxygen, Pharmaceuticals, Scrap Metal, Water	Consumer Goods	Alien Organisms, Basic Alloys, Construction Machinery, Engine Components, Fertilizers, Gold, H-Fuel, Luxury Consumer Goods, MOX, Optronics, Polymers, Ship Hull Panels, Light Arms
Red Hessians	Consumer Goods, Engine Components, Food Rations, H-Fuel, Optronics, Oxygen, Pharmaceuticals, Scrap Metal, Water	Cobalt	Diamonds, Gold, Luxury Consumer Goods, MOX, Light Arms, Silver
Unioners	Consumer Goods, Food Rations, H-Fuel, Oxygen, Pharmaceuticals, Water	N/A	Diamonds, MOX, Light Arms
Xenos	Food Rations, H-Fuel, Oxygen, Pharmaceuticals, Water	Diamonds, Gold	MOX, Light Arms

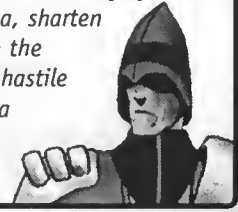
TRADE ROUTES

Maximizing profits means planning trade routes. Since each commodity has its own supply and demand throughout the Sirius Sector, prices vary at each planet and base. Buy low at one base, fly to another, and sell high to earn credits for a bigger freighter, better weaponry, or additional equipment.

One way to plot profitable trade routes is to refer to this chapter's tables upon docking at each planet or base. Search the commodity dealer's inventory for "green-box" commodities (see "General Commodities Strategies" at the beginning of this chapter), and even consider his average "yellow" wares. Consider your next destination (or the nearest star systems, planets, and bases) and refer to the tables earlier in this chapter for the best deals on that planet or base, whether buying or selling. Fill your cargo hold with the most profitable commodity and proceed on your route. Remember that you don't need to simply head back

WARNING >>>

Consider your location when planning a trade route. Is your reputation poor with many of the factions in the area? If so, shorten your trade routes to decrease the possibility of encountering a hostile faction. Better yet, head for a safer area and conduct your trade there.



and forth between bases. Stop at each port, load up on the commodity from which you can make the most profit quickly, and resume your course.

The tables earlier in this chapter reveal commodity prices, and can be used to plan routes. Table 3.41 suggests specific trade routes upon which you can make a profit of *at least* 31 credits per unit, in less than three minutes (approximate flight time).

Table 3.41: Quick and Profitable Trade Routes

Profit	Commodity	Start Planet/Base	End Planet/Base	Approx. Flight Time (sec)
\$80	Pharmaceuticals	Freeport 10	Falkland Base	163
\$75	Engine Components	Planet Honshu	Aomori Station	113
\$75	Engine Components	Planet Honshu	Akita Border Station	121
\$75	Engine Components	Planet Honshu	Yukawa Shipyard	123
\$75	Engine Components	Planet Honshu	Kansai Research Station	152
\$75	Engine Components	Planet Honshu	Osaka Storage Facility	165
\$71	Optronics	Glasgow Outpost	Planet Leeds	161
\$70	Light Arms	Planet Leeds	Durham Border Station	125
\$60	Water	Planet Hoistein	Bruchsal Base	115
\$60	Beryllium	Stokes Mining Station	LO-14	125
\$60	Boron	Stokes Mining Station	LO-14	125
\$60	MOX	Dortmund Station	Oder Shipyard	130
\$59	H-Fuel	Freistadt Base	Briesen Mining Facility	118
\$59	H-Fuel	Freistadt Base	Elbich Mining Facility	141
\$59	H-Fuel	Fort Bush	West Point Military Academy	149
\$59	H-Fuel	Fort Bush	Detroit Munitions	154
\$59	H-Fuel	Freeport 10	Falkland Base	163
\$56	Light Arms	Oshima Station	Ohashi Border Station	159
\$54	Water	Mainz Storage Facility	Bruchsal Base	139
\$53	H-Fuel	Battleship Missouri	West Point Military Academy	129

continued

Table 3.41: Quick and Profitable Trade Routes (continued)

Profit	Commodity	Start Planet/Base	End Planet/Base	Approx. Flight Time (sec)
\$44	Diamonds	Planet New Berlin	Essen Station	123
\$43	Silver	Narita Outpost	Planet New Tokyo	150
\$42	Consumer Goods	Planet Stuttgart	Planet Baden-Baden	126
\$41	H-Fuel	Planet New Berlin	Bonn Station	152
\$40	High Temperature Alloys	Yukawa Shipyard	Kansai Research Station	105
\$40	Pharmaceuticals	Planet Leeds	LD-14	171
\$39	Food Rations	Mainz Storage Facility	Bruchsal Base	139
\$35	H-Fuel	Gas Miner <i>Naha</i>	Helgoland Station	100
\$34	Pharmaceuticals	Fort Bush	Planet Pittsburgh	124
\$33	High Temperature Alloys	The Ring	Dortmund Station	135
\$33	Pharmaceuticals	Fort Bush	West Point Military Academy	149
\$31	H-Fuel	Planet Denver	Pueblo Station	158
\$31	H-Fuel	Glasgow Outpost	Planet Leeds	161

Note: Approximate flight time assumes knowledge of the best possible route. Criminal bases have been left out of the chart.

Table 3.42 reveals specific trade routes for the New York system, where you begin story-based and multi-player games. Use this "Getting Started" table as a guide to help plan early trade routes. You can rack up some credits to fund ship and weapon upgrades early in your game.

Table 3.42: Getting Started—New York Trade Routes

Profit	Commodity	Start Planet/Base	End Planet/Base	Approx. Flight Time (sec)
\$59	H-Fuel	Fort Bush	West Point Military Academy	149
\$53	H-Fuel	Battleship <i>Missouri</i>	West Point Military Academy	129
\$41	Light Arms	Detroit Munitions	Battleship <i>Missouri</i>	210
\$33	Pharmaceuticals	Fort Bush	Planet Pittsburgh	124
\$30	H-Fuel	Fort Bush	Baltimore Shipyard	71
\$29	H-Fuel	Planet Manhattan	West Point Military Academy	118
\$29	H-Fuel	Newark Station	Detroit Munitions	122
\$28	Light Arms	Detroit Munitions	West Point Military Academy	156
\$27	Light Arms	Trenton Outpost	Battleship <i>Missouri</i>	158
\$24	H-Fuel	Battleship <i>Missouri</i>	Norfolk Shipyard	70
\$24	Polymers	Newark Station	Baltimore Shipyard	137
\$23	Boron	Planet Pittsburgh	Planet Manhattan	162
\$19	Consumer Goods	Fort Bush	Planet Pittsburgh	124
\$16	Pharmaceuticals	Fort Bush	Battleship <i>Missouri</i>	123
\$15	Water	Planet Manhattan	Planet Pittsburgh	162
\$10	Water	West Point Military Academy	Planet Pittsburgh	189

Note: Approximate flight time assumes knowledge of the best possible route.

MINING ZONES

Commodities can be acquired even without credits, by seeking out mining zones and extracting the materials yourself. During the game, open the *Navigation Map* and use the *Mining Zones* filter to reveal the current system's mining area(s). Click your mouse on the mining zone, then select ? for a description of the area.

Guide your vessel into the mining zone by using the waypoints on the *Navigation Map* (it will

set the best path into the zone). Once there, use your guns or turrets to blast apart the zone's space phenomena, such as asteroids or scrap. Use your ship's *Contact List* and toggle the *Loot* filter to locate any commodities that have been freed or loosened in the process. Select the loot and activate your tractor beam to place the commodity into your cargo hold.

Table 3.43 reveals all of *Freelancer's* mining zones, sorted by commodity. Consult the system maps in Chapter 1: "Star Systems, Planets, and Bases" for each mining zone's precise location.

Table 3.43: Commodity Mining Zones

Commodity	System	Field Zone	Probability
Alien Organisms	Omicron Beta	Edge Nebula	50%
Alien Organisms	Omicron Theta	Orinoco Cloud	10%
Alien Organisms	Omicron Theta	Amarus Cloud	10%
Artifacts	Omicron Theta	Napo Cloud	5%
Artifacts	Omicron Gamma	Malvada Asteroid Field	25%-33%
Beryllium	Cambridge	Cardiff Asteroid Field	10%
Beryllium	Tau-23	Tau-23 Asteroid Field	25%
Cobalt	Dresden	Lavafeld	25%
Cobalt	Omega-7	Omega-7 Walker Cloud	25%
Cobalt	Omega-7	Furstenfelde Cloud	25%
Copper	Dresden	Lavafeld	50%
Copper	Omega-7	Gubenfelde Cloud	50%
Copper	Colorado	Copperton Field	10%
Copper	Omega-7	Omega-7 Walker Cloud	50%
Copper	Omega-7	Furstenfelde Cloud	33%
Diamonds	Omega-11	Von Rohe Belt	16.7%
Diamonds	Dresden	Schwefelnebel	10%
Gold	Dublin	BMM Gold Field	25%
Gold	Dublin	Independent Gold Field	10%
Gold	Dublin	Hood Asteroid Field	5%
Gold	Dublin	Molly Gold Field	50%
Hydrocarbons	Manchester	Birmingham Ice Field	50%
Hydrocarbons	Omega-3	Coombe Asteroid Field	33%
Hydrocarbons	Omega-3	Roth Asteroid Field	25%
Hydrocarbons	Tau-29	Nago Hydrocarbon Asteroid Field	33%
Niobium	Leeds	Stokes Asteroid Field	10%
Niobium	Tau-23	Niobium Zones	20%-25%
Niobium	Tau-37	Malvinas Asteroid Field	50%-100%
Oxygen	Tau-29	Tau-29 Asteroid Field	50%
Oxygen	Tau-31	Tau-31 Ice Crystals	50%

continued

Table 3.43: Commodity Mining Zones (continued)

Commodity	System	Field Zone	Probability
Scrap Metal	New London	Southampton Debris Field	50%
Scrap Metal	Sigma-13	Yanagi Debris Field	50%
Scrap Metal	Sigma-13	Yanagi Pocket	50%
Scrap Metal	Omicron Alpha	Hispania Debris Field	25%
Scrap Metal	Omicron Gamma	Tenerife Debris Field	50%
Scrap Metal	New York	Pittsburgh Debris Field	25%-33%
Scrap Metal	New York	Detroit Debris Field	33%-50%
Scrap Metal	New York	Jersey Debris Field	25%
Scrap Metal	Texas	Pequeña and Grande Negra Debris Fields	100%
Scrap Metal	Texas	North Dallas Debris Field	25%
Scrap Metal	Texas	West Dallas Debris Field	50%
Scrap Metal	Texas	South Dallas Debris Field	25%
Scrap Metal	Texas	East Dallas Debris Field	33%
Scrap Metal	New Berlin	Ruhr Debris Field	50%
Silver	Omega-7	Ebersfelde Cloud	50%
Silver	Colorado	Silverton Field	6.7%
Silver	Omega-7	Furstenfelde Cloud	25%
Water	Manchester	Sheffield North Ice Field	10%
Water	Manchester	Sheffield South Ice Field	10%
Water	Cambridge	Keswick Ice Field	10%
Water	Cambridge	Grasmere Ice Field	10%
Water	Edinburgh	Arran Ice Field	33%
Water	Edinburgh	Skye Ice Field	33%
Water	Edinburgh	Islay Ice Field	25%
Water	Omega-3	Graham Ice Field	10%
Water	Omega-3	Wilkes Ice Field	10%
Water	Omega-3	Burgess Ice Field	50%
Water	Tau-29	Shinkaku Ice Field	25%
Water	Tau-29	Freeport 6 Ice Field	50%
Water	Tau-37	Bermejo Ice Field	10%
Water	Tau-37	Torres Ice Field	20%
Water	Magellan	Weddell Ice Field	25%
Water	Magellan	Barrier Ice Field	10%
Water	Cortez	Corcovado Field	10%
Water	Cortez	Roatan Ice Field	10%
Water	Cortez	Paloma Ice Field	10%
Water	California	Tahoe Ice Field	12.5%
Water	California	Sierra Ice Field	12.5%
Water	California	Whitney Ice Field	11.1%
Water	Tau-31	Ice Crystals	50%

Note: The probability column lists the chance of mining the particular commodity from the zone.

4

SHIP STATISTICS

Freelancers are nothing without their trusty ships. After all, most of your game will be spent in the cockpit of a fighter or freighter, so it's important to know the ins and outs of each ship before making a purchase—and you'll upgrade your vessel several times during the game.

In this chapter you'll find descriptions and complete statistics for all 25 fighters and 6 freighters in *Freelancer*. We'll give you the cost, armor stats, equipment levels, number of weapons mounts, and storage limits for nanobots and shield batteries. And we tell where you can purchase the ship in the Sirius Sector. Hit-point statistics for all non-player (computer-driven) vessels are included at the end of the chapter.

Fighter pilots are planning for combat; fighters possess more missile mounts and can hold a greater number of nanobots and shield batteries. Freighter captains prefer to fund their upgrades through high-risk cargo runs. They're slow, but they're not defenseless.

FIGHTERS

Fighters are designed for combat. Although freighters can certainly fend off threatening attackers, fighters have more of the type of hard point that is designed to mount missiles or guns. Fighters also are the only ships that offer hard points designed for cruise disruptor missiles (for disabling fleeing ships) and torpedoes (for use on heavily armored capital ships). In general, fighters also hold more nanobots and shield batteries than freighters.

Fighter pilots also have many more ship options than freighter captains do. With more types of fighters available, they can upgrade their vessels sooner than if they were looking to upgrade a

TIP >>>

"Light" fighters are more maneuverable than heavy and very heavy fighters. However, all ships possess the same top speed.



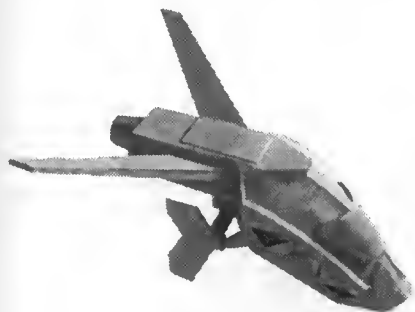
freighter. Acquiring the cash, however, could take longer. A fighter pilot primarily acquires cash through random missions, which aren't as profitable as cargo runs. (Freighters, obviously, offer much more cargo space.) On the other hand, fighters are a little better equipped to face the dangers of *Freelancer* space!

STATISTICS EXPLAINED

- **Price:** *The purchase price of the ship, in credits.*
- **Tier:** *The relative strength of the ship. The higher the number, the more powerful the vessel.*
- **Player Rank:** *The player level required to purchase the ship.*
- **Gun/Missile Mounts:** *The number of hard points on the ship designed to mount either guns or missiles, whichever you prefer.*
- **Turret Mounts:** *The number of hard points on the ship designed to mount turrets.*
- **Armor:** *The strength of the ship's armor. The higher the armor strength, the more durable the ship.*
- **Cargo Space:** *The amount of cargo space on the ship.*
- **Optimal Equipment Level:** *The recommended level of guns, missiles, or turrets for the particular ship. A ship's power plant is tuned to supply power to the full complement of guns or turrets for 30 seconds at optimum equipment levels.*
- **Maximum Equipment Level:** *The maximum level of guns, missiles, or turrets with which that ship can be equipped.*
- **Maximum Shield Batteries:** *The largest number of shield batteries with which the ship can be equipped.*
- **Maximum Nanobots:** *The largest number of nanobots with which the ship can be equipped.*
- **Additional Equipment:** *Any additional equipment that can be mounted or carried on the ship.*
- **Availability:** *Planets or bases that offer the ship in their ship dealers' inventories.*

Civilian CTE 750AE Starflier

Manufactured in the heartland of Liberty, the Starflier is the most economical ship of its class. With ample cargo space and improved handling over previous models, this ship has earned its reputation as the "workhorse for the working man."



Price	\$6,000
Tier	1
Player Rank	0
Gun/Missile Mounts	3
Turret Mounts	0
Armor	1,100
Cargo Space	20
Optimal Equipment Level	1
Maximum Equipment Level	3
Maximum Shield Batteries	10
Maximum Nanobots	10
Additional Equipment	Mine, Countermeasure
Availability	Provided by Jun'ko Zane and your initial ship in multiplayer

Liberty LZF-6364 Patriot Light Fighter

With comparable models in active government and military service, the Patriot delivers state-of-the-art maneuverability and punishing firepower in one unbeatable package. Impressive extensibility and a generous cargo hold round out the top-notch appointments.



Price	\$6,600
Tier	1
Player Rank	1
Gun/Missile Mounts	4
Turret Mounts	0
Armor	1,300
Cargo Space	25
Optimal Equipment Level	2
Maximum Equipment Level	3
Maximum Shield Batteries	12
Maximum Nanobots	12
Additional Equipment	Mine, Countermeasure, Cruise Disruptor
Availability	Planets Manhattan, Los Angeles, California Minor, Denver, and Houston

Liberty BOR-337 Defender Heavy Fighter

"The best of the best," this heavily outfitted rig represents the pinnacle of Liberty's technological advances and design savoir-faire. With its elevated armor and power as standard equipment and the additional mount for firepower, it's no wonder that this ship is the number-one choice of the Liberty Armed Forces.



Price	\$10,400
Tier	2
Player Rank	2
Gun/Missile Mounts	5
Turret Mounts	1
Armor	1,600
Cargo Space	30
Optimal Equipment Level	3
Maximum Equipment Level	5
Maximum Shield Batteries	14
Maximum Nanobots	14
Additional Equipment	Mine, Countermeasure, Cruise Disruptor, Torpedo
Availability	Liberty Battleships <i>Missouri</i> , <i>Yukon</i> , <i>Rio Grande</i> , and <i>Mississippi</i>

Pirate Z-2010 Bloodhound Light Fighter

With its increased power capacity, the Bloodhound represents a significant threat to police forces and shipping targets throughout the Sirius Sector. Heavily modified from its original chassis design, this fighter is fast, with an array of offensive weaponry; it can deliver a lethal payload. These factors make this ship of great value to alternative fighting forces everywhere.



Price	\$10,400
Tier	2
Player Rank	2
Gun/Missile Mounts	3
Turret Mounts	1
Armor	1,500
Cargo Space	35
Optimal Equipment Level	3
Maximum Equipment Level	5
Maximum Shield Batteries	14
Maximum Nanobots	14
Additional Equipment	Mine, Countermeasure
Availability	Rochester Base

Civilian CTE 1270AV Startracker

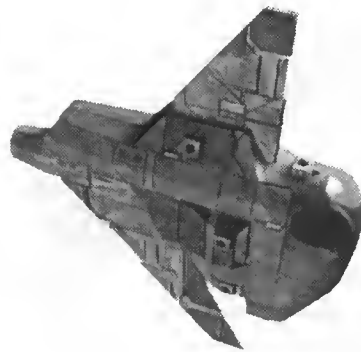
Superior craftsmanship, excellent handling, a larger cargo bay, and an expanded power rating to support more energy-hungry equipment—these are the characteristics that set the Startracker above other models of comparable price. This fighter is an excellent value in today's market.



Price	\$15,300
Tier	3
Player Rank	4
Gun/Missile Mounts	3
Turret Mounts	0
Armor	1,800
Cargo Space	30
Optimal Equipment Level	4
Maximum Equipment Level	6
Maximum Shield Batteries	15
Maximum Nanobots	15
Additional Equipment	Mine, Countermeasure
Availability	Planets Manhattan, Denver, Los Angeles, and Houston

Bounty Hunter AP-6364 Piranha Light Fighter

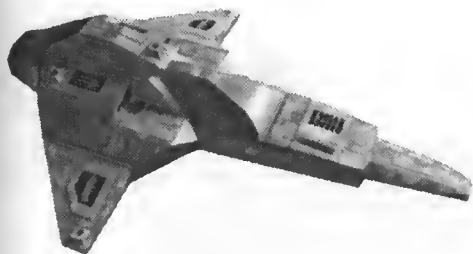
With crime on the rise, there has been resurgence in the Bounty Hunter trade. To hunt down a criminal one must think like a criminal—and be armed like one, too. The Piranha delivers perfectly in this regard, providing every bit of the firepower and armor needed for the job. The added cargo space for transport and delivery of captured escape pods rounds out its generous appointments.



Price	\$15,300
Tier	3
Player Rank	4
Gun/Missile Mounts	4
Turret Mounts	0
Armor	1,800
Cargo Space	35
Optimal Equipment Level	4
Maximum Equipment Level	6
Maximum Shield Batteries	15
Maximum Nanobots	15
Additional Equipment	Mine, Countermeasure, Cruise Disruptor
Availability	Sheffield Station and Planets New London, Cambridge, and Leeds

Border Worlds Series X Dagger Light Fighter

It may be classified as a light fighter, but there is nothing light about this ship. With its expanded power capacity and armor rating the Dagger has all the muscle required to survive in the harsh frontier of the Border Worlds, while still being moderately priced. An excellent choice for those craving adventure.



Price	\$15,300
Tier	3
Player Rank	4
Gun/Missile Mounts	4
Turret Mounts	1
Armor	1,800
Cargo Space	35
Optimal Equipment Level	4
Maximum Equipment Level	6
Maximum Shield Batteries	15
Maximum Nanobots	15
Additional Equipment	Mine, Countermeasure, Cruise Disruptor
Availability	Buffalo Base

Bretonia B-224-F Series Cavalier Light Fighter

Fast and agile enough for experts, this fighter design is based on the "Bee-One," the class that cleared the Bretonian frontier and set the stage for further colonization of Sirius space. Though patterned after this timeless classic, the Cavalier boasts many significant improvements and modern attributes that make it a true asset.



Price	\$22,000
Tier	4
Player Rank	6
Gun/Missile Mounts	4
Turret Mounts	0
Armor	2,100
Cargo Space	30
Optimal Equipment Level	5
Maximum Equipment Level	7
Maximum Shield Batteries	18
Maximum Nanobots	18
Additional Equipment	Mine, Countermeasure, Cruise Disruptor
Availability	Planets New London, Cambridge, and Leeds, and Battleship Hood

Bretonia B-907A Crusader Heavy Fighter

Known as the "crown royal" of the heavy fighter class, the Crusader is the cornerstone of Bretonian military and civil authority. Used largely to enforce the will of the crown, this ship is designed at its core to deliver as significant a beating as it is able to withstand. Thus, the Crusader is an optimal choice for its survivability, with significant offensive capabilities.



Price	\$31,400
Tier	4
Player Rank	8
Gun/Missile Mounts	6
Turret Mounts	0
Armor	2,600
Cargo Space	35
Optimal Equipment Level	5
Maximum Equipment Level	7
Maximum Shield Batteries	20
Maximum Nanobots	20
Additional Equipment	Mine, Countermeasure, Cruise Disruptor, Torpedo
Availability	Bretonia Battleships Suffolk, Norfolk, York, and Essex

Corsair M3-Class Legionnaire Light Fighter

The Corsairs rely on their ability to get out of trouble as quickly as they get into it. Built for speed and agility, the Legionnaire fully reflects this maxim while also providing significant weapon and cargo accommodations, making this a devastating offensive or defensive weapon in the hands of a skilled pilot.



Price	\$31,400
Tier	4
Player Rank	8
Gun/Missile Mounts	4
Turret Mounts	0
Armor	2,400
Cargo Space	35
Optimal Equipment Level	5
Maximum Equipment Level	7
Maximum Shield Batteries	20
Maximum Nanobots	20
Additional Equipment	Mine, Countermeasure, Cruise Disruptor
Availability	Trafalgar Depot

Kusari J7P-7Q Drake Light Fighter

In an environment in which the smallest mistake can cost lives, this fighter distills years of Kusari research and technology into one deceptively small package. That, along with its recently modified power systems, makes the Drake a superior value in its class.



Price	\$44,500
Tier	5
Player Rank	10
Gun/Missile Mounts	4
Turret Mounts	0
Armor	2,800
Cargo Space	35
Optimal Equipment Level	6
Maximum Equipment Level	8
Maximum Shield Batteries	23
Maximum Nanobots	23
Additional Equipment	Mine, Countermeasure, Cruise Disruptor
Availability	Planets New Tokyo, Kyushu, and Honshu

Bounty Hunter AP-7031 Barracuda Heavy Fighter

When the fighting is thick, and flack and fallout rip the competition apart, the Barracuda still fights. Because of its strength and survivability in open combat, as well as its stealth and maneuverable handling, this ship distinguishes itself as the best friend of the modern Bounty Hunter. This, coupled with the tricked-out power array, makes it an easy choice.



Price	\$63,200
Tier	6
Player Rank	13
Gun/Missile Mounts	5
Turret Mounts	1
Armor	3,600
Cargo Space	45
Optimal Equipment Level	7
Maximum Equipment Level	9
Maximum Shield Batteries	26
Maximum Nanobots	26
Additional Equipment	Mine, Countermeasure, Cruise Disruptor, Torpedo
Availability	Planets Curacao, New Tokyo, Kyushu, and Honshu

Civilian CTE-1500 Hawk Light Fighter

Like an enormous bird of prey, the Hawk can sublimely snatch its targets out of the sky with tremendous grace. Its unmistakable shape casts a shadow of fear on its enemies, while the advanced power and armor ratings ensure that it can deliver the harshest of attacks or repel those foolish enough to challenge it.



Price	\$63,200
Tier	6
Player Rank	13
Gun/Missile Mounts	4
Turret Mounts	0
Armor	3,300
Cargo Space	45
Optimal Equipment Level	7
Maximum Equipment Level	9
Maximum Shield Batteries	26
Maximum Nanobots	26
Additional Equipment	Mine, Countermeasure, Cruise Disruptor
Availability	Kyoto Base, Planets Kyushu and Honshu

Kusari J10P-15P Dragon Heavy Fighter

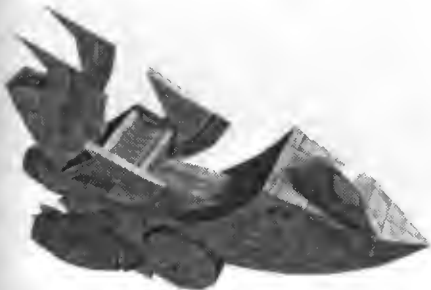
This ship is the razor-sharp "serpent's tooth" of Kusari military knowledge and technology. The Dragon is the coalescence of form and function, blending unbeatable offensive and defensive capabilities with significant cargo space. In the hands of an experienced pilot this ship is not so much a weapon as a force of nature.



Price	\$63,200
Tier	6
Player Rank	13
Gun/Missile Mounts	6
Turret Mounts	0
Armor	3,600
Cargo Space	40
Optimal Equipment Level	7
Maximum Equipment Level	9
Maximum Shield Batteries	26
Maximum Nanobots	26
Additional Equipment	Mine, Countermeasure, Cruise Disruptor, Torpedo
Availability	Kusari Battleships <i>Myako</i> , <i>Nagumo</i> , and <i>Matsumoto</i>

Pirate Z-3005 Wolfhound Heavy Fighter

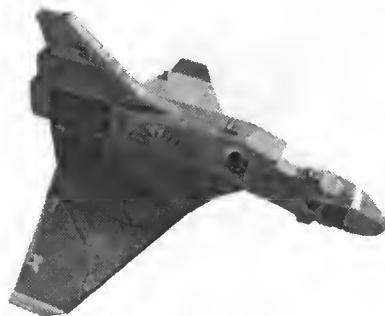
Only one thing goes looking for wolves in the night: a Wolfhound. This ship has enough expandable features to ensure that it has the advantage when weaponry is otherwise equal. The Wolfhound has the armor and the generously amplified power to easily wear down combatants, while also harboring enough cargo space to easily strip the losers and carry off the spoils.



Price	\$63,200
Tier	6
Player Rank	13
Gun/Missile Mounts	5
Turret Mounts	1
Armor	3,600
Cargo Space	40
Optimal Equipment Level	7
Maximum Equipment Level	9
Maximum Shield Batteries	26
Maximum Nanobots	26
Additional Equipment	Mine, Countermeasure, Cruise Disruptor, Torpedo
Availability	Arranmore Base, Montezuma Depot

The Order 07A Anubis Heavy Fighter

Built from the ground up by Orillion's Corps of Engineers, the Anubis is a one-of-a-kind class of ship. It has been completely outfitted for optimal performance in combat, with the best possible balance of power, armor, and weapon extensibility. It is used by The Order to infiltrate, secure, and, if need be, quickly dominate in hostile situations. Though it is not an easy ship to fly, in the hands of a skilled pilot the Anubis is unbeatable.



Price	\$1,000
Tier	7
Player Rank	16
Gun/Missile Mounts	6
Turret Mounts	1
Armor	4,200
Cargo Space	70
Optimal Equipment Level	8
Maximum Equipment Level	10
Maximum Shield Batteries	29
Maximum Nanobots	29
Additional Equipment	Mine, Countermeasure, Cruise Disruptor, Torpedo
Availability	Battleship <i>Osiris</i> , Planet Omicron Minor

TIP >>>

The Order Anubis Heavy Fighter is a special ship only available only during the story-based missions.



Border Worlds Series Y Stiletto Heavy Fighter

Men and women of action need a ship that can deliver all of the speed, resilience, and firepower available. The Stiletto answers the call by combining exceptional weapons support, reinforced cargo space, and the maximum armor rating in its class. The result is a ship that is the best option for success and survival in the Border Worlds.



Price	\$127,000
Tier	7
Player Rank	20
Gun/Missile Mounts	5
Turret Mounts	1
Armor	4,900
Cargo Space	45
Optimal Equipment Level	8
Maximum Equipment Level	10
Maximum Shield Batteries	33
Maximum Nanobots	33
Additional Equipment	Mine, Countermeasure, Cruise Disruptor, Torpedo
Availability	Bruchsal Base

Rheinland 72-ARKM-63 Banshee Fighter

As a steed is bred for strength as well as grace, this majestic fighter was created to demonstrate all the distinguished traditions of Rheinland military craft. The Banshee is simply the finest ship of its kind. Its craftsmanship, its unwavering precision and reliability, and its substantial offerings for an accessible price all demonstrate Rheinland's commitment to excellence.



Price	\$127,000
Tier	7
Player Rank	20
Gun/Missile Mounts	4
Turret Mounts	0
Armor	4,500
Cargo Space	45
Optimal Equipment Level	8
Maximum Equipment Level	10
Maximum Shield Batteries	33
Maximum Nanobots	33
Additional Equipment	Mine, Countermeasure, Cruise Disruptor
Availability	Planets New Berlin, Hamburg, and Stuttgart

Rheinland 90-ARKM-N9 Valkyrie Heavy Fighter

The might that flows through the arms of the Chancellor is epitomized in the god-like attributes of this fighter class. The Valkyrie is a divine union of precise machining and pure, ever glowing might; and, therefore, is most recognized as the righteous hammer of justice for the Rheinland peacekeeping forces.



Price	\$172,000
Tier	8
Player Rank	22
Gun/Missile Mounts	5
Turret Mounts	1
Armor	5,800
Cargo Space	50
Optimal Equipment Level	9
Maximum Equipment Level	10
Maximum Shield Batteries	38
Maximum Nanobots	38
Additional Equipment	Mine, Countermeasure, Cruise Disruptor, Torpedo
Availability	Battleship <i>Westfalen</i>

Civilian CTE-3000 Falcon Heavy Fighter

As the name attests, this ship is formidable, and well deserves the reputation that it enjoys. With a balanced combination of refined offensive and defensive technologies, the Falcon delivers an astonishing amount of firepower, quickly and efficiently.



Price	\$227,000
Tier	8
Player Rank	24
Gun/Missile Mounts	5
Turret Mounts	1
Armor	6,200
Cargo Space	60
Optimal Equipment Level	9
Maximum Equipment Level	10
Maximum Shield Batteries	43
Maximum Nanobots	43
Additional Equipment	Mine, Countermeasure, Cruise Disruptor
Availability	Planets Kurile, New Berlin, Hamburg, Stuttgart, and Baden-Baden

Bounty Hunter AP-8050 Hammerhead Very Heavy Fighter

Desperate times call for desperate measures—and in this case, desperate designs. The Hammerhead is the result of years of work by the Bounty Hunters Guild to improve upon the traditional AP line. Its armor and power ratings have been elevated to peak levels to give a greater advantage to Bounty Hunters in the field.



Price	\$298,000
Tier	8
Player Rank	26
Gun/Missile Mounts	6
Turret Mounts	1
Armor	7,900
Cargo Space	70
Optimal Equipment Level	9
Maximum Equipment Level	10
Maximum Shield Batteries	49
Maximum Nanobots	49
Additional Equipment	Mine, Countermeasure, Cruise Disruptor
Availability	Freistadt Base

Corsair M7-Class Centurion Heavy Fighter

The original M6 Centurion, nicknamed "the Hand of Mephisto" by the Corsairs, distinguished itself in combat repeatedly. The Corsairs have continued to refine its basic design until the result is the M7 class, which honorably bears the same moniker. The new Centurion has been not so much *manufactured* as *bred* to be a mighty ship in every way.



Price	\$388,000
Tier	8
Player Rank	28
Gun/Missile Mounts	5
Turret Mounts	1
Armor	9,200
Cargo Space	45
Optimal Equipment Level	9
Maximum Equipment Level	10
Maximum Shield Batteries	55
Maximum Nanobots	55
Additional Equipment	Mine, Countermeasure, Cruise Disruptor, Torpedo
Availability	Cadiz Base

Border Worlds Series Z Sabre Very Heavy Fighter

As commerce and some economic freedoms began to flood the Border Worlds, so did greater access to technology and the need for change. The Sabre is the lethal fruit of the Border Worlds' ingenuity and pure capitalism. The ship boasts enormous power capacity as well as extreme defensive capability.



Price	\$505,000
Tier	10
Player Rank	30
Gun/Missile Mounts	5
Turret Mounts	2
Armor	10,800
Cargo Space	70
Optimal Equipment Level	9
Maximum Equipment Level	10
Maximum Shield Batteries	63
Maximum Nanobots	63
Additional Equipment	Mine, Countermeasure, Cruise Disruptor, Torpedo
Availability	Planet Malta, Vogtland Base

Civilian CTE-6000 Eagle Very Heavy Fighter

The Eagle stands vigil over the economic interests—and therefore the ideological interests—of Liberty. With its maxed-out power rating and reinforced armor, it is the most sophisticated and advanced vessel in the Civilian class. All in all, it delivers the maximum in both defensive and offensive potential that credits can buy.



Price	\$505,000
Tier	10
Player Rank	30
Gun/Missile Mounts	6
Turret Mounts	1
Armor	9,900
Cargo Space	70
Optimal Equipment Level	9
Maximum Equipment Level	10
Maximum Shield Batteries	63
Maximum Nanobots	63
Additional Equipment	Mine, Countermeasure, Cruise Disruptor, Torpedo
Availability	Freeport 9

Corsair M10-Class Titan Very Heavy Fighter

The Corsairs' survival is rooted in their ability to adapt—and the Titan is no different. On the surface the design is somewhat similar to the M7 Class, but the power system is a revolutionary step forward, and the armor rating is the heaviest available. This provides maximum offensive and defensive capabilities while still delivering speed and maneuverability. This ship is, in short, *the ane*.



Price	\$658,000
Tier	10
Player Rank	32
Gun/Missile Mounts	6
Turret Mounts	1
Armor	12,600
Cargo Space	70
Optimal Equipment Level	9
Maximum Equipment Level	10
Maximum Shield Batteries	71
Maximum Nanobots	71
Additional Equipment	Mine, Countermeasure, Cruise Disruptor, Torpedo
Availability	Leon Base, Planet Crete

FREIGHTERS

Even though fighters offer more gun or missile hard points and, in general, can hold more nanobots and shield batteries, that doesn't mean *Freelancer's* selection of freighters can't hold their own in combat. Each freighter has two gun-or-missile hard points, and six for turrets. Combined, that's more than any fighter could carry! Freighters also can utilize mines and countermeasures, but lack the hard points to mount cruise disruptors or torpedoes.

NOTE >>>

Freighters are even less maneuverable than heavy fighters. The ships built for commodity transport turn and accelerate slower than the more-agile fighters. Check out Chapter 6, "Ship Combat Strategies" for tips on surviving hectic battles as a freighter pilot.



Freighters make up for their few gun-or-missile hard points with greater cargo space. They're built to transport commodities. It's possible to make a lot of money on cargo runs, even during the story-based missions. Make sure, however, that your freighter can withstand the punishment of enemy attack; spend some of those profits on upgrades to your gun, missile, and turret weaponry.

Liberty EL-HiL27 Rhino Freighter

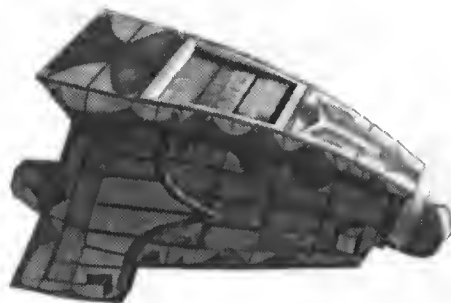
The economy of the Sirius Sector is built on the firm foundation of Liberty's commercial interests—and the Rhino helps keep it that way. A vast cargo hold is the hallmark of this impressive beast, and it's surrounded by a double-reinforced structure and an armored hull. With its advanced weapons system, the Rhino is a force to be reckoned with.



Price	\$7.900
Tier	1
Player Rank	1
Gun/Missile Mounts	2
Turret Mounts	6
Armor	1,600
Cargo Space	80
Optimal Equipment Level	2
Maximum Equipment Level	3
Maximum Shield Batteries	12
Maximum Nanobots	12
Additional Equipment	Mine, Countermeasure
Availability	Planets Manhattan, Pittsburgh, Los Angeles, Denver, and Houston

Bretonia B-27-E Clydesdale Freighter

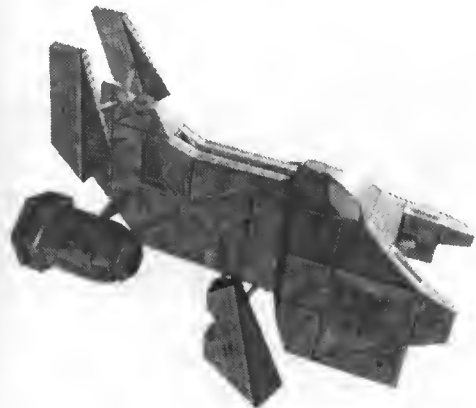
Industry wags call it "the beast that built Bretonia," but it's true that the Clydesdale played a significant role in establishing Bretonia as a vital factor in the sector's trade and commerce.



Price	\$18,360
Tier	3
Player Rank	4
Gun/Missile Mounts	2
Turret Mounts	6
Armor	2,100
Cargo Space	125
Optimal Equipment Level	4
Maximum Equipment Level	6
Maximum Shield Batteries	15
Maximum Nanobots	15
Additional Equipment	Mine, Countermeasure
Availability	Planets New London, Cambridge, and Leeds

Pirate Z-1138 Mule Freighter

The lifeblood of any organization is its ability to monetize opportunity. In the case of more "alternative" organizations, this fundamental truth is even more vital. Fortunately, the Mule is the solution to the problem of moving a significant supply of goods through hazardous opposition in order to turn "opportunity" into "commerce."



Price	\$18,400
Tier	3
Player Rank	4
Gun/Missile Mounts	2
Turret Mounts	6
Armor	2,200
Cargo Space	175
Optimal Equipment Level	4
Maximum Equipment Level	6
Maximum Shield Batteries	15
Maximum Nanobots	15
Additional Equipment	Mine, Countermeasure
Availability	Alcatraz Base

Border Worlds Series YX Dromedary Freighter

On the frontier, the need for individuals to move great amounts of cargo securely is crucial. The Dromedary combines the best attributes of the Series Y with an entirely new reinforced structure and defensive matrix. This is an uncompromising solution for commerce in the most rugged of areas.



Price	\$53,400
Tier	5
Player Rank	10
Gun/Missile Mounts	2
Turret Mounts	6
Armor	3,600
Cargo Space	275
Optimal Equipment Level	6
Maximum Equipment Level	8
Maximum Shield Batteries	23
Maximum Nanobots	23
Additional Equipment	Mine, Countermeasure
Availability	Mactan Base

Kusari J20P-21F Orone Freighter

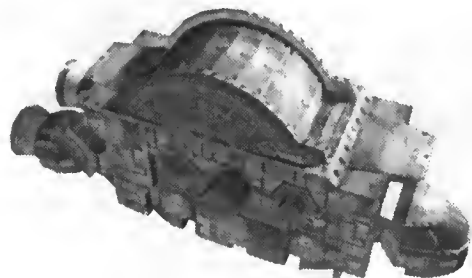
Nicknamed “bees of the golden hive” in the Kusari tongue, this freighter class is widely recognized as key to Kusari’s trade and commercial viability. The vast cargo space and significant offensive and defensive capabilities of the Drone ensure that individual merchants are empowered to deliver.



Price	\$53,400
Tier	5
Player Rank	10
Gun/Missile Mounts	2
Turret Mounts	6
Armor	3,600
Cargo Space	175
Optimal Equipment Level	6
Maximum Equipment Level	8
Maximum Shield Batteries	23
Maximum Nanobots	23
Additional Equipment	Mine, Countermeasure
Availability	Planets New Tokyo and Junyo

Rheinland 203-ARKM-B5 Humpback Freighter

With a cavernous space at its core, the Humpback has a huge appetite for cargo, which it protects with unyielding armor and devastating weapons. Credited as a key to the modernization and economic success of Rheinland, it remains a greatly prized vessel.



Price	\$152,000
Tier	7
Player Rank	20
Gun/Missile Mounts	2
Turret Mounts	6
Armor	5,800
Cargo Space	250
Optimal Equipment Level	8
Maximum Equipment Level	10
Maximum Shield Batteries	23
Maximum Nanobots	23
Additional Equipment	Mine, Countermeasure
Availability	Planets Harris, New Berlin, Hamburg, Stuttgart, and Holstein

NPC SHIP STATISTICS

The following table reveals shield and armor points (combined as hit points) for the non-player, computer-controlled fighters and capital ships you'll encounter in the *Freelancer* universe. They are listed alphabetically by model name. Some ships include multiple types, listed as second, third, or fourth variants.


<i>Name</i>	<i>Hit Points: Variant 1</i>	<i>Hit Points: Variant 2</i>	<i>Hit Points: Variant 3</i>	<i>Hit Points: Variant 4</i>
Anubis The Order Very Heavy Fighter	4,210	N/A	N/A	N/A
Banshee Rheinland Fighter	5,290	N/A	N/A	N/A
Barracuda Bounty Hunter Heavy Fighter	4,210	6,750	N/A	N/A
Bloodhound Pirate Light Fighter	1,510	2,410	N/A	N/A
Cavalier Bretonia Light Fighter	2,820	N/A	N/A	N/A
Centurion Corsair Heavy Fighter	7,900	10,810	N/A	N/A
Clydesdale Bretonia Freighter	3,590	N/A	N/A	N/A
Crusader Bretonia Heavy Fighter	3,600	5,770	N/A	N/A
Dagger Border Worlds Light Fighter	2,060	3,300	N/A	N/A
Defender Liberty Heavy Fighter	2,250	3,600	5,770	N/A
Dragon Kusari Heavy Fighter	3,600	5,770	N/A	N/A
Drake Kusari Light Fighter	3,860	N/A	N/A	N/A
Dromedary Border Worlds Freighter	4,200	7,870	14,750	N/A
Drone Kusari Freighter	4,920	6,730	N/A	N/A
Eagle Civilian Very Heavy Fighter	13,560	N/A	N/A	N/A
Falcon Civilian Heavy Fighter	8,470	N/A	N/A	N/A
Hammerhead Bounty Hunter Very Heavy Fighter	10,810	20,250	N/A	N/A
Hawk Civilian Light Fighter	5,290	N/A	N/A	N/A
Humpback Rheinland Freighter	7,870	N/A	N/A	N/A
Legionnaire Corsair Fighter	3,300	4,520	N/A	N/A
Mule Pirate Freighter	2,240	4,920	6,730	N/A
Patriot Liberty Light Fighter	1,760	N/A	N/A	N/A
Piranha Bounty Hunter Light Fighter	1,510	2,410	N/A	N/A
Rhino Liberty Freighter	2,240	N/A	N/A	N/A
Sabre Border Worlds Very Heavy Fighter	14,800	20,250	N/A	N/A
Stiletto Border Worlds Heavy Fighter	5,770	9,240	N/A	N/A
Titan Corsair Very Heavy Fighter	20,250	N/A	N/A	N/A
Valkyrie Rheinland Heavy Fighter	6,750	N/A	N/A	N/A
Wolfhound Pirate Heavy Fighter	4,210	5,770	N/A	N/A
Armored Transport	2,560	4,100	6,570	10,530
Bretonia Battleship	69,280	N/A	N/A	N/A

continued

Name	Hit Points: Variant 1	Hit Points: Variant 2	Hit Points: Variant 3	Hit Points: Variant 4
Bretonia Destroyer	43,250	N/A	N/A	N/A
Bretonia Gunship	3,510	6,570	N/A	N/A
Civilian Starflier	1,510	N/A	N/A	N/A
Civilian Startracker	2,820	N/A	N/A	N/A
Combat Service Vehicle	1,870	3,000	5,620	9,000
Heavy Lifter	1,600	2,560	6,570	N/A
Kusari Battleship	69,280	N/A	N/A	N/A
Kusari Destroyer	43,250	N/A	N/A	N/A
Kusari Gunship	9,000	N/A	N/A	N/A
Large Train	14,410	N/A	N/A	N/A
Large Transport	5,620	N/A	N/A	N/A
Liberty Cruiser	43,250	N/A	N/A	N/A
Liberty Dreadnought	69,280	N/A	N/A	N/A
Luxury Liner	69,300	N/A	N/A	N/A
Mining Ship	43,300	N/A	N/A	N/A
Nomad Battleship	69,300	N/A	N/A	N/A
Nomad Fighter	4,010	16,460	N/A	N/A
Nomad Gunship	10,000	N/A	N/A	N/A
Osiris	69,300	N/A	N/A	N/A
Prison Liner	69,300	N/A	N/A	N/A
Repair Ship	1,600	2,560	6,570	N/A
Rheinland Battleship	69,280	N/A	N/A	N/A
Rheinland Cruiser	43,250	N/A	N/A	N/A
Rheinland Gunship	10,530	N/A	N/A	N/A
Train	10,530	N/A	N/A	N/A
Transport	3,000	N/A	N/A	N/A

5

WEAPONS AND EQUIPMENT



A freelancer may be nothing without his or her trusty ship—but the ship isn't much, either, without its weapons and equipment! It's a hostile universe out there, and a pilot that leaves port unarmed is a pilot that ends up as space dust. Protect your investments and yourself by equipping your vessel with the latest and greatest the Sirius Sector has to offer. In this chapter, we give you a complete rundown of all weapons and equipment found in the *Freelancer* universe.

You will find descriptions of all *Freelancer's* weapon and equipment types, including guns, turrets, missiles, mines, shields, thrusters, and countermeasures. We also offer tips and tactics for utilizing each weapon type, and give you the vital statistics—such as cost, equipment level, range, rate of fire, and attack damage—required to make an educated purchase when upgrading your arsenal.

GUNS

Guns (and turrets) don't require ammunition. These weapons use power from the ship's internal power plant (which recharges slowly over time). Each gun requires a different amount of power to fire. When you fire all of your guns simultaneously, you'll notice your ship's power meter—at the bottom of your heads-up display, just above shield and hull strength—will drain with each volley. You should try to make the most of your power usage by using guns that meet your ship's optimum equipment level. Do so and you can fire the guns continuously for 30 seconds before power is drained completely.

NOTE >>>

Far more on specific battle tactics for all guns, turrets, missiles, and mines, head over to Chapter 6: "Ship Combat Strategies."



Now the downside: Unlike missiles, gun projectiles don't automatically track your intended target. You must *lead* a moving target; don't fire your guns directly at the target ship. Fire your guns at the "plus-sign" symbol hovering around the ship. This symbol indicates where to fire your guns in order to hit the enemy ship.

There are seven different types of guns, with variations in attack damage (including damage to specific types of shields), and variations in range, firing rate, and energy efficiency. Keep in mind that pulse weaponry inflicts high damage on shields but low damage on ships' hulls. Below are the seven gun types and their descriptions.

- **Laser:** This gun provides a high rate of fire at the cost of some attack damage. Laser weapons are most effective against positron shields and weakest against graviton shields.
- **Neutron:** This type is very energy-efficient, but has a shorter effective range than other energy weapons. Neutron weapons are most effective against molecular shields and weakest against positron shields.
- **Particle:** This delivers significant damage at a decent firing rate but requires enormous amounts of energy. Particle weapons are most effective against graviton shields and weakest against molecular shields.
- **Plasma:** The gun delivers large amounts of damage but at a slow rate of fire. Plasma weapons are most effective against graviton shields and weakest against molecular shields.
- **Photon:** This type gives you a high firing rate and significant damage, but requires enormous amounts of energy. Photon weapons are most effective against positron shields and weakest against graviton shields.
- **Pulse:** This gun inflicts an enormous amount of shield damage but virtually no hull damage. Most effective against positron shields and weakest against graviton shields.
- **Tachyon:** This type has the longest range of all the energy-based weapons, but requires enormous amounts of energy to fire. Tachyon weapons are most effective against molecular shields and weakest against positron shields.

DESIGNER TIP >>>

Make sure all your mounted guns have the same firing velocity, if you can arrange it. The lead targeting reticle uses the average of all the gun projectile speeds for its screen display, to provide an accurate lead. If all your gun projectile speeds are the same, then the lead reticle will be very accurate.

—Jarg Neumann, Lead Designer

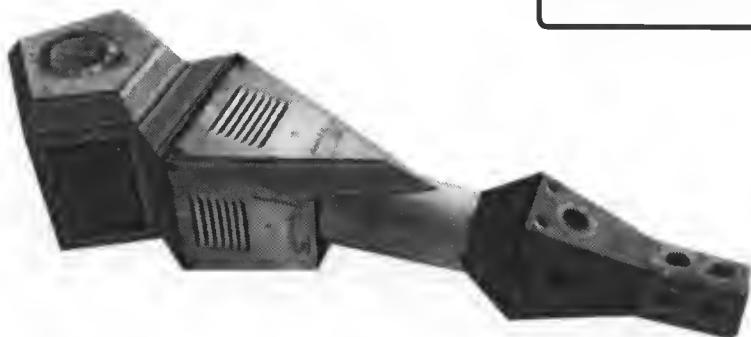
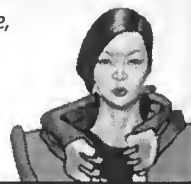


Many of the factions in *Freelancer* manufacture guns and turrets (you'll find them for sale at the particular faction's bases), and comparable weapons offer slightly different measures of attack damage, rate of fire, range, and energy efficiency. Below are the characteristics that each faction tends to instill in its weaponry.

- **LMB:** Their weapons are a bit more energy-efficient, but have a slower rate of fire.
- **Liberty Rogue:** Their weapons inflict a little more damage, but require more energy.
- **Outcast:** Their weapons do a lot of damage, but sacrifice range and firing rate.
- **Corsair:** Their weapons use a bit more energy, but offer better range and damage.
- **Gas Mining Guild (GMG):** Their weapons have improved damage output, but at the price of slightly reduced range.
- **Independent Miners Guild (IMG):** Their weapons are more energy-efficient, but sacrifice damage output.
- **Bounty Hunters Guild:** Their weapons have improved range, at the cost of attack damage and energy-efficiency.
- **Red Hessian:** Their weapons do a bit more damage, but at a reduced rate of fire.
- **Bundschuh:** Their weapons do a bit more damage, but at a reduced rate of fire.
- **Zoner:** Their weapons have a slight range advantage, but at a reduced rate of fire.
- **Hogosha:** Their weapons have improved firing rates, but at a reduced range.
- **Gaian:** Their weapons are more energy-efficient, but have a slower rate of fire.
- **Golden Chrysanthemum:** Their weapons deliver a bit more damage, but at a reduced rate of fire.
- **Xeno:** Their weapons deliver more damage, but at a shorter range.

NOTE >>>

All weapons (guns, missiles, turrets, and mines) attach to a fighter or freighter's hard points (think of them as inventory slots). Each ship has a specific number of guns/missiles, turrets, and mine hard points (see Chapter 4: "Ship Statistics" for more information). Each hard point also carries equipment level restrictions. As an example, this restriction prevents you from placing a level 10 gun on one of Freelancer's early (weaker) ships.



Gun Name	Base Price	Equipment Level	Type	Faction	Range (m)	Projectile Speed (m/s)	Shots per Second	Hull Damage per Shot	Shield Damage per Shot	Power Drain per Shot
Adv. Debilitator	\$49,320	8	Pulse	Civilian	600	750	4	23	795	47
Adv. Devastator	\$14,300	6	Tachyon	LWB	700	700	3.03	175	87	42
Adv. Dissolver	\$24,790	7	Tachyon	Bretonia	700	700	4	174	87	52
Adv. Eliminator	\$54,810	8	Tachyon	LWB	700	700	3.03	353	176	84
Adv. Flashpoint	\$22,310	7	Laser	Civilian	600	750	8.33	62	31	19
Adv. Ripper	\$7,460	5	Tachyon	Bretonia	700	700	4	101	50	30
Adv. Scorpion	\$1,830	3	Particle	Xeno	550	700	4	89	44	18
Adv. Skyrail	\$7,460	5	Particle	Bretonia	600	600	4	121	60	30
Adv. Starbeam	\$770	2	Laser	Civilian	600	750	8	18	9	5
Adv. Stunpulse	\$1,650	3	Pulse	Civilian	600	750	4	5	186	11
Adv. Sunrail	\$24,790	7	Particle	Bretonia	600	600	4	209	104	52
Adv. Tarantula	\$14,300	6	Particle	Xeno	550	700	4	189	94	39
Angelito MK I	\$7,460	5	Neutron	Corsair	600	600	4	121	60	24
Angelito MK II	\$14,300	6	Neutron	Corsair	600	600	4	158	79	31
Angelito MK III	\$24,790	7	Neutron	Corsair	600	600	4	209	104	41
Avenger	\$1,830	3	Photon	Gaian	600	750	5.88	41	20	10
Avenger Type B	\$3,710	4	Photon	Gaian	600	750	5.88	52	26	12
Azrael	\$500	1	Laser	Liberty Rogue	600	750	8.33	19	9	6
Barrager MK I	\$860	2	Photon	N/A	600	600	8.33	30	15	9
Barrager MK II	\$3,710	4	Photon	N/A	600	600	8.33	47	23	14
Barrager MK III	\$14,300	6	Photon	N/A	600	600	8.33	79	39	23
Borroco	\$7,460	5	Pulse	Corsair	600	600	4	10	303	24
Brave MK I	\$860	2	Particle	Bounty Hunter	650	650	4	49	24	15
Brave MK II	\$3,710	4	Particle	Bounty Hunter	650	650	4	75	37	23
Buckshot	\$120,480	9	Particle	Bounty Hunter	750	750	4	391	195	122
Death's HandMK I	\$70	5	Laser	The Order	600	750	8.33	40	20	12
Death's HandMK II	\$140	6	Laser	The Order	600	750	8.33	52	26	16
Death's HandMK III	\$250	7	Laser	TheOrder	600	750	8.33	69	34	21
Debilitator	\$22,310	7	Pulse	Civilian	600	750	4	15	522	31
Devastator	\$7,460	5	Tachyon	LWB	700	700	3.03	134	67	32
Disinfector 1	\$24,790	7	Neutron	Kusari	549	600	4	174	87	34
Disinfector 2	\$54,810	8	Neutron	Kusari	549	600	4	265	132	53
Dissolver	\$14,300	6	Tachyon	Bretonia	700	700	4	131	65	39
Dragoon Type I	\$3,710	4	Tachyon	Outcast	700	700	3.03	126	63	31

Gun Name	Base Price	Equipment Level	Type	Faction	Range (m)	Projectile Speed (m/s)	Shots per Second	Hull Damage per Shot	Shield Damage per Shot	Power Drain per Shot
Dragoon Type 2	\$7,460	5	Tachyon	Outcast	700	700	3.03	161	80	40
Dragoon Type 3	\$14,300	6	Tachyon	Outcast	700	700	3.03	210	105	52
Drail	\$1,830	3	Laser	Liberty Rogue	600	750	8.33	29	14	9
Drake Type A	\$14,300	6	Plasma	Hogosha	550	550	4	158	79	32
Drake Type B	\$24,790	7	Plasma	Hogosha	550	550	4	209	104	43
Drake Type C	\$54,810	8	Plasma	Hogosha	550	550	4	318	159	66
Dublin DusterMK I	\$7,460	5	Neutron	Molly	550	600	4	101	50	20
Dublin DusterMK II	\$14,300	6	Neutron	Molly	550	600	4	131	65	26
Dublin DusterMK III	\$24,790	7	Neutron	Molly	550	600	4	174	87	34
Eliminator	\$24,790	7	Tachyon	LWB	700	700	3.03	232	116	55
Firekiss MK I	\$54,810	8	Plasma	Rheinland	600	500	2	636	318	132
Firekiss MK II	\$120,480	9	Plasma	Rheinland	600	500	2	978	489	203
FlamecurseMK I	\$14,300	6	Plasma	Rheinland	600	500	2	316	158	65
FlamecurseMK II	\$24,790	7	Plasma	Rheinland	600	500	2	418	209	87
Flashpoint	\$12,870	6	Laser	Civilian	600	750	8.33	47	23	14
Fury	\$14,300	6	Photon	Zoner	650	700	5.88	87	43	26
Fury 2	\$24,790	7	Photon	Zoner	650	700	5.88	116	58	34
Fury 3	\$54,810	8	Photon	Zoner	650	700	5.88	176	88	53
Gala's Savior	\$7,460	5	Photon	Gaian	600	750	5.88	67	33	16
Gala's SaviorType B	\$14,300	6	Photon	Gaian	600	750	5.88	87	43	21
Gendalto	\$54,810	8	Laser	Blood Dragon	600	750	8.33	106	53	33
GunslingerMK I	\$860	2	Laser	Bounty Hunter	650	700	8.33	20	10	7
GunslingerMK II	\$3,710	4	Laser	Bounty Hunter	650	700	8.33	31	15	11
HeavyFlashpoint	\$49,320	8	Laser	Civilian	600	750	8.33	95	47	29
Heavy Starbeam	\$1,650	3	Laser	Civilian	600	750	8.33	22	11	7
Helios	\$1,830	3	Photon	Zoner	650	700	5.88	41	20	12
Helios 2	\$3,710	4	Photon	Zoner	650	700	5.88	52	26	15
HellfurryMK I	\$3,710	4	Tachyon	Lane Hackers	700	700	4	79	39	23
HellfurryMK II	\$7,460	5	Tachyon	Lane Hackers	700	700	4	101	50	30
HellfurryMK III	\$14,300	6	Tachyon	Lane Hackers	700	700	4	131	65	39
HornvipperMK I	\$54,810	8	Tachyon	Rheinland	700	700	5.88	141	70	53
HornvipperMK II	\$120,480	9	Tachyon	Rheinland	700	700	5.88	217	108	81
Justice MK I	\$500	1	Laser	Liberty	600	750	8.33	16	8	5
Justice MK II	\$860	2	Laser	Liberty	600	750	8.33	20	10	6

continued

Gun Name	Base Price	Equipment Level	Type	Faction	Range (m)	Projectile Speed (m/s)	Shots per Second	Hull Damage per Shot	Shield Damage per Shot	Power Drain per Shot
Justice MK III	\$1,830	3	Laser	Liberty	600	750	8.33	24	12	7
Katana	\$24,790	7	Laser	Blood Dragon	600	750	8.33	69	34	21
Kraken Type 1	\$54,810	8	Particle	Outcast	700	700	4	381	190	79
Kraken Type 2	\$120,480	9	Particle	Outcast	700	700	4	586	293	122
Lavablade MK I	\$500	1	Plasma	Liberty	600	500	2	97	48	20
LavabladeMK II	\$860	2	Plasma	Liberty	600	500	2	122	61	25
LavabladeMK III	\$1,830	3	Plasma	Liberty	600	500	2	149	74	31
Luger Type A	\$14,300	6	Tachyon	Bundschuh	700	700	3.03	210	105	52
Luger Type B	\$24,790	7	Tachyon	Bundschuh	700	700	3.03	278	139	69
Luger Type C	\$54,810	8	Tachyon	Bundschuh	700	700	3.03	424	212	106
MagmaHammer MK I	\$3,710	4	Plasma	Liberty	600	500	2	189	94	39
MagmaHammer MK II	\$7,460	5	Plasma	Liberty	600	500	2	242	121	50
MagmaHammer MK III	\$14,300	6	Plasma	Liberty	600	500	2	316	158	65
Matterthief 1	\$1,830	3	Tachyon	IM6	700	700	4	49	24	14
Matterthief 2	\$3,710	4	Tachyon	IM6	700	700	4	63	31	19
Natter	\$7,460	5	Laser	Red Hessian	600	750	5.88	53	26	16
Natter Zwei	\$14,300	6	Laser	Red Hessian	600	750	5.88	70	35	22
Natterturn	\$54,810	8	Laser	Red Hessian	600	750	5.88	141	70	44
Protector MK I	\$3,710	4	Neutron	Unioners	550	600	4	79	39	15
Protector MK II	\$14,300	6	Neutron	Unioners	550	600	4	131	65	26
Protector MK III	\$54,810	8	Neutron	Unioners	550	600	4	265	132	53
Pyros Type 1	\$3,710	4	Particle	Outcast	600	600	4	113	56	23
Pyros Type 2	\$7,460	5	Particle	Outcast	600	600	4	145	72	30
Pyros Type 3	\$14,300	6	Particle	Outcast	600	600	4	189	94	39
Raphael	\$3,710	4	Laser	Liberty Rogue	600	750	8.33	37	18	11
Rapier	\$24,790	7	Pulse	Corsair	600	600	4	17	522	41
Reaper MK I	\$70	5	Neutron	The Order	550	600	4	101	50	20
Reaper MK II	\$140	6	Neutron	The Order	550	600	4	131	65	26
Reaper MK III	\$250	7	Neutron	The Order	550	600	4	174	87	34
ReaverMK I	\$54,810	8	Laser	Bounty Hunter	650	700	8.33	106	53	39
ReaverMK II	\$120,480	9	Laser	Bounty Hunter	650	700	8.33	163	81	61
Ripper	\$3,710	4	Tachyon	Bretonia	700	700	4	79	39	23
Roter Blitz	\$24,790	7	Laser	RedHessian	600	750	5.88	92	46	29
Rowlett's Revenge	\$1,830	3	Laser	N/A	700	700	8.33	37	18	7

Gun Name	Base Price	Equipment Level	Type	Faction	Range (m)	Projectile Speed (m/s)	Shots per Second	Hull Damage per Shot	Shield Damage per Shot	Power Drain per Shot
Salamanca MK I	\$54,810	8	Neutron	Corsair	600	600	4	318	159	63
SalamancaMK II	\$120,480	9	Neutron	Corsair	600	600	4	489	244	97
Scorplon	\$860	2	Particle	Xeno	550	700	4	73	36	15
Scrambler 1	\$7,460	5	Neutron	Kusari	550	600	4	101	50	20
Scrambler 2	\$14,300	6	Neutron	Kusari	550	600	4	131	65	26
Skyblast A	\$54,810	8	Photon	GMG	600	750	8.33	159	79	39
Skyblast B	\$120,480	9	Photon	GMG	600	750	8.33	244	122	61
Skyrail	\$3,710	4	Particle	Bretonia	600	600	4	94	47	23
Starbeam	\$450	1	Laser	Civilian	600	750	8.33	14	7	4
StealthbladeMK I	\$14,300	6	Tachyon	Rheinland	700	700	5.88	70	35	26
StealthbladeMK II	\$24,790	7	Tachyon	Rheinland	700	700	5.88	92	46	34
Stunpulse	\$770	2	Pulse	Civilian	600	750	4	4	153	9
Sunblast A	\$14,300	6	Photon	GMG	600	750	8.33	79	39	19
Sunblast B	\$24,790	7	Photon	GMG	600	750	8.33	104	52	26
Suncannon A	\$3,710	4	Photon	Golden Chrysanthemum	600	750	5.88	52	26	15
Suncannon B	\$14,300	6	Photon	Golden Chrysanthemum	600	750	5.88	87	43	26
Suncannon C	\$54,810	8	Photon	Golden Chrysanthemum	600	750	5.88	176	88	53
Sunfrenzy 1	\$24,790	7	Photon	Kusari	600	600	8.33	87	43	26
Sunfrenzy 2	\$54,810	8	Photon	Kusari	600	600	8.33	132	66	39
Sunfury 1	\$7,460	5	Photon	Kusari	600	600	8.33	50	25	15
Sunfury 2	\$14,300	6	Photon	Kusari	600	600	8.33	65	32	19
Sunrail	\$14,300	6	Particle	Bretonia	600	600	4	158	79	39
Tanto	\$7,460	5	Laser	Blood Dragon	600	750	8.33	40	20	12
Tarantula	\$7,460	5	Particle	Xeno	550	700	4	145	72	30
Tizona Del Cid	\$120,420	9	Pulse	Corsair	600	600	4	40	1222	97
Usiel	\$7,460	5	Laser	Liberty Rogue	700	750	8.33	48	24	15
Vampire 1	\$14,300	6	Tachyon	IM6	700	700	4	105	52	31
Vampire 2	\$24,790	7	Tachyon	IM6	700	700	4	139	69	41
Vampire 3	\$54,810	8	Tachyon	IM6	700	700	4	212	106	63
Vassago	\$24,790	7	Laser	Liberty Rogue	700	750	8.33	83	41	26
Vengeance MK I	\$3,710	4	Laser	Liberty	600	750	8.33	31	15	9
Vengeance MK II	\$7,460	5	Laser	Liberty	600	750	8.33	40	20	12

continued

Gun Name	Base Price	Equipment Level	Type	Faction	Range (m)	Projectile Speed (m/s)	Shots per Second	Hull Damage per Shot	Shield Damage per Shot	Power Drain per Shot
Vengeance MK III	\$14,300	6	Laser	Liberty	600	750	8.33	52	26	16
Vulture	\$3,710	4	Neutron	Farmers Alliance	550	600	3.03	126	63	21
Vulture 2	\$7,460	5	Neutron	Farmers Alliance	550	600	3.03	161	80	26
Vulture 3	\$14,300	6	Neutron	Farmers Alliance	550	600	3.03	210	105	35
Wakizashi	\$14,300	6	Laser	Blood Dragon	600	750	8.33	52	26	16
Warrior MK I	\$14,300	6	Particle	Bounty Hunter	650	650	4	126	63	39
WarriorMK II	\$24,790	7	Particle	Bounty Hunter	750	750	4	167	83	52
WinchesterMK I	\$14,300	6	Laser	Bounty Hunter	650	700	8.33	52	26	19
WinchesterMK II	\$24,790	7	Laser	Bounty Hunter	650	700	8.33	69	34	26
Wyrm Type I	\$54,810	8	Tachyon	Outcast	700	700	3.03	424	212	106
Wyrm Type 2	\$120,480	9	Tachyon	Outcast	700	700	3.03	652	326	163

TURRETS

Turrets are similar to guns but require a different hard point than guns or missile launchers. In general, turrets possess greater range but similar damage and rate-of-fire statistics. The most important turret feature is *Turret View* (default key H), which switches from standard flight to a special firing mode. In Turret View, your ship maintains its current heading but you're free to move the turret's crosshairs anywhere around your ship to battle attacking enemies.

Turret View is much more important for freighters, which generally lack the gun-and-missile hard points of fighters. These hard points are replaced on freighters with numerous turret hard points. Switch to Turret View when your freighter is under attack, to fend off aggressors while maintaining your heading.



DESIGNER TIP >>>

Not all of your turrets will fire upon an enemy if you are using turret mode. Only those turrets that have the enemy within its firing arc will actually shoot. This is a good reason to always try to mount the maximum number of turrets as possible. This is an especially important tip for freighter pilots.

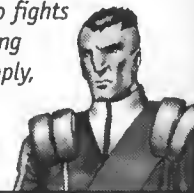
—Todd Degani, Mission Designer



DESIGNER TIP >>>

Remember that your turrets drain from your power supply as well. Going into fights in a freighter with all guns blazing will quickly drain your power supply, so make every shot count!

—John Sripan, Mission Designer



Turret Name	Base Price	Equipment Level	Type	Faction	Range (m)	Projectile Speed (m/s)	Shots per Second	Hit Damage per Shot	Shield Damage per Shot	Power Drain per Shot
Adv. Debilitator Turret	\$49,320	8	Pulse	Civilian	700	700	4	23	795	47
Adv. Ripper Turret	\$7,460	5	Tachyon	Bretonia	800	700	4	101	50	30
Adv. Skyrail Turret	\$7,460	5	Particle	Bretonia	700	700	4	121	60	30
Adv. Starbeam Turret	\$1,650	3	Laser	Civilian	700	700	8.33	22	11	7
Angelito Turret MK I	\$7,460	5	Neutron	Corsair	700	700	4	121	60	24
Angelito Turret MK II	\$24,790	7	Neutron	Corsair	700	700	4	209	104	41
Badariel Turret	\$1,830	3	Laser	Liberty Rogue	700	700	8.33	29	14	9
Barrager Turret MK I	\$860	2	Photon	N/A	700	700	8.33	30	15	9
Barrager Turret MK II	\$3,710	4	Photon	N/A	700	700	8.33	47	23	14
Barrager Turret MK III	\$14,300	6	Photon	N/A	700	700	8.33	79	39	23
Borroco Turret	\$14,300	6	Pulse	Corsair	700	700	4	13	395	31
Brave Turret	\$3,710	4	Particle	Bounty Hunter	750	750	4	75	37	23
Buckshot Turret	\$120,480	9	Particle	Bounty Hunter	750	750	4	391	195	122
Death's Hand Turret MK I	\$70	5	Laser	The Order	700	700	8.33	40	20	12
Death's Hand Turret MK II	\$250	7	Laser	The Order	700	700	8.33	69	34	21
Debilitator Turret	\$12,870	6	Pulse	Civilian	700	700	4	11	395	23
Disinfectant Turret	\$24,790	7	Neutron	Kusari	650	650	4	174	87	34
Dissolver Turret	\$14,300	6	Tachyon	Bretonia	800	700	4	131	65	39
Dragoon Turret Type 1	\$3,710	4	Tachyon	Outcast	800	700	4	94	47	23
Dragoon Turret Type 2	\$14,300	6	Tachyon	Outcast	800	700	4	158	79	39
Drake Turret Type A	\$14,300	6	Plasma	Hogosha	650	650	4	158	79	32
Drake Turret Type B	\$54,810	8	Plasma	Hogosha	650	650	4	318	159	66
Dublin Duster Turret MK I	\$7,460	5	Neutron	Molly	650	650	4	101	50	20
Dublin Duster MK II	\$24,790	7	Neutron	Molly	650	650	4	174	87	34
Firekiss Turret	\$54,810	8	Plasma	Rheinland	700	500	2	636	318	132
Flamecurse Turret MK I	\$14,300	6	Plasma	Rheinland	700	500	2	316	158	65
Flamecurse Turret MK II	\$24,790	7	Plasma	Rheinland	700	500	2	418	209	87
Flashpoint Turret	\$22,310	7	Laser	Civilian	700	700	8.33	62	31	19
Fury Turret	\$14,300	6	Photon	Zoner	750	750	5.88	87	43	26
Fury 2 Turret	\$54,810	8	Photon	Zoner	750	750	5.88	176	88	53
Gunslinger Turret MK I	\$860	2	Laser	Bounty Hunter	750	750	8.33	20	10	7
Gunslinger Turret MK II	\$3,710	4	Laser	Bounty Hunter	750	750	8.33	31	15	11
Helios Turret	\$3,710	4	Photon	Zoner	750	750	5.88	52	26	15

continued

Turret Name	Base Price	Equipment Level	Type	Faction	Range (m)	Projectile Speed (m/s)	Shots per Second	Hull Damage per Shot	Shield Damage per Shot	Power Drain per Shot
Hellflurry Turret MK I	\$3,710	4	Tachyon	Lane Hacker	800	700	4	79	39	23
Hellflurry Turret MK II	\$14,300	6	Tachyon	Lane Hacker	800	700	4	131	65	39
Hornviper Turret	\$54,810	8	Tachyon	Rheinland	800	800	5.88	141	70	53
Justice Turret MK I	\$500	1	Laser	Liberty	700	700	8.33	16	8	5
Justice Turret MK II	\$1,830	3	Laser	Liberty	700	700	8.33	24	12	7
Katana Turret	\$54,810	8	Laser	Blood Dragon	700	700	8.33	106	53	33
Kraken Turret	\$54,810	8	Particle	Outcast	700	700	4	381	190	79
Lavablade Turret MK I	\$500	1	Plasma	Liberty	700	500	2	97	48	20
Lavablade Turret MK II	\$1,830	3	Plasma	Liberty	700	500	2	149	74	31
Luger Turret Type A	\$14,300	6	Tachyon	Bundschuh	800	700	3.03	210	105	52
Luger Turret Type B	\$54,810	7	Tachyon	Bundschuh	800	700	3.03	424	212	106
Magma HammerTurret	\$7,460	5	Plasma	Liberty	700	500	2	242	121	50
Matterthief Turret	\$1,830	3	Tachyon	IM6	800	700	4	49	24	14
Natter Turret	\$7,460	5	Laser	Red Hessian	700	700	6	53	26	16
Pyros Turret Type 1	\$3,710	4	Particle	Outcast	700	700	4	113	56	23
Pyros Turret Type 2	\$14,300	6	Particle	Outcast	700	700	4	189	94	39
Rapier Turret	\$54,810	8	Pulse	Corsair	700	700	4	26	795	63
Reaper Turret MK I	\$70	5	Neutron	The Order	650	650	4	101	50	20
Reaper Turret MK II	\$250	7	Neutron	The Order	650	650	4	174	87	34
Reaver Turret	\$54,810	8	Laser	Bounty Hunter	750	750	8.33	106	53	39
Ripper Turret	\$3,710	4	Tachyon	Bretonia	800	700	4	79	39	23
Roter Blitz Turret	\$24,790	7	Laser	Red Hessian	700	700	5.88	92	46	29
Salamanca Turret	\$120,480	9	Neutron	Corsair	700	700	4	489	244	97
Saplel Turret	\$7,460	5	Laser	Liberty Rogue	700	700	8.33	48	24	15
Scrambler Turret 1	\$7,460	5	Neutron	Kusari	650	650	4	101	50	20
Scrambler Turret 2	\$14,300	6	Neutron	Kusari	650	650	4	131	65	26
Skyblast Turret A	\$54,810	8	Photon	6M6	700	700	8.33	159	79	39
Skyblast Turret B	\$120,480	9	Photon	6M6	700	700	8.33	244	122	61
Skyrail Turret	\$3,710	4	Particle	Bretonia	700	700	4	94	47	23
Starbeam Turret	\$450	1	Laser	Civilian	700	700	8.33	14	7	4
Stealthblade Turret MK I	\$14,300	6	Tachyon	Rheinland	800	800	5.88	70	35	26
Stealthblade Turret MK II	\$24,790	7	Tachyon	Rheinland	800	800	5.88	92	46	34
Stunpulse Turret	\$770	2	Pulse	Civilian	700	700	4	4	153	9

Turret Name	Base Price	Equipment Level	Type	Faction	Range (m)	Projectile Speed (m/s)	Shots per Second	Hull Damage per Shot	Shield Damage per Shot	Power Drain per Shot
Sunblast Turret	\$14,300	6	Photon	6MG	700	700	8.33	79	39	19
Sunfrenzy Turret	\$24,790	7	Photon	Kusari	700	700	8.33	87	43	26
Sunfury Turret 1	\$7,460	5	Photon	Kusari	700	700	8.33	50	25	15
Sunfury Turret 2	\$14,300	6	Photon	Kusari	700	700	8.33	65	32	19
Sunrail Turret	\$14,300	6	Particle	Bretonia	700	700	4	158	79	39
Tanto Turret	\$14,300	6	Laser	Blood Dragon	700	700	8.33	52	26	16
Thoth Turret	\$24,790	7	Laser	Liberty Rogue	700	700	8.33	83	41	26
Vampire Turret 1	\$14,300	6	Tachyon	IMG	800	700	4	105	52	31
Vampire Turret 2	\$54,810	8	Tachyon	IMG	800	700	4	212	106	63
Vengeance Turret	\$7,460	5	Laser	Liberty	700	700	8.33	40	20	12
Warrior Turret	\$24,790	7	Particle	Bounty Hunter	750	750	4	167	83	52
WinchesterTurret	\$14,300	6	Laser	Bounty Hunter	750	750	8.33	52	26	19
Wyrm Turret	\$54,810	8	Tachyon	Outcast	800	700	4	318	159	79
Zaphiel Turret	\$500	1	Laser	Liberty Rogue	700	700	8.33	19	9	6

MISSILES

Missiles are high-damage projectiles that automatically track the target. In general, the more expensive the missile (and its launcher), the more damage the missile inflicts, and the better the missile tracks its target.

Your ship carries a limited number of missiles, so it's often important to be conservative during battles. Missiles are a powerful offensive tool and it's tempting to rely on them, but battles may be much more difficult if you run out of missiles before you've completed the mission. Further, replenishing missiles can get expensive and eat into your mission payments. Make every shot count!

DESIGNER TIP >>>

You can use countermeasures to confuse missiles while your cruise engines are powering up. This can be very useful when trying to make a daring escape, particularly if you're a trader piloting a fragile freighter!

—Todd Degani, Missian Designer



There are four types of missiles. Standard missiles and EMP missiles utilize a hard point that can be used for both guns and missiles (all ships include this type), while cruise disruptors and torpedoes require a separate hard point (not all ships have it). The types of missiles are described below.

- **Cruise Disruptor:** This is a special type of missile that can shut down a target ship's cruise engines. If a ship is fleeing from you at cruise speed, fire the cruise disruptor, and (if it strikes) you'll deactivate the target's cruise engines for a short time. To damage the target ship, follow up with other missiles as you approach. You'll need a special hard point to install a cruise-disruptor launcher.
- **EMP:** These missiles inflict damage primarily on ships' shields. Fire these missiles at enemy ships that still possess 50 percent or more of their shielding. After destroying the shield, switch to missiles that inflict standard hull damage.
- **Missile:** This is the standard missile that occupies the standard hard point for both guns and missiles. (*Missile* is also used to refer to *homing* missiles, which can track targets even better than standard missiles can.) Missiles inflict more hull damage than shield damage. Weaken an enemy's shields with EMP missiles or appropriate guns, and then switch to standard missiles to crush a ship's hull.
- **Torpedo:** These are slow-moving, high-damage missiles used to inflict heavy damage on cruisers, battleships, and other capital ships. Save these expensive missiles for the appropriate targets—fighters can easily evade torpedoes! Torpedoes require a special hard point to mount the torpedo launcher.

DESIGNER TIP >>>

Missiles will only track your currently selected target. If you fire a missile and you have nothing targeted, the missile will just fire straight, and will not seek on enemy ship. This is called a "dumb missile."

—Jorg Neumann, Lead Designer



DESIGNER TIP >>>

Hit your afterburners before you fire your missiles, and they'll get on additional boost of speed.

—Dustin Cryer,
Equipment Designer



DESIGNER TIP >>>

If you plan on using missiles frequently, consider equipping the Pulse type guns. Pulse guns can drain on enemy's shield in a single burst, leaving him open to your missile volleys.

—John Sripson, Mission Designer



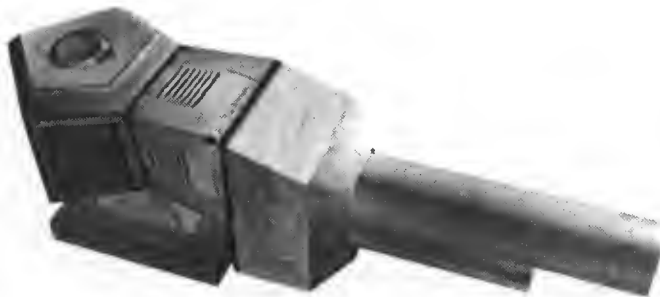
DESIGNER TIP >>>

Ships cannot mount Torpedoes and Cruise Disruptors at the same time.

—Dustin Cryer,
Equipment Designer



Missile Name	Launcher Price	Ammo Price per Missile	Equipment Level	Equipment Type	Range (m)	Speed (m/s)	Turn Rate	Shots per Second	Hull Damage per Shot	Shield Damage per Shot
J63 Javelin	\$500	\$25	1	Missile	1,000	200	2.9	0.5	489	244
S-2 Slingshot	\$1,830	\$92	3	Missile	1,000	90	2.9	0.5	747	373
C82b Catapult	\$7,460	\$373	5	Missile	1,000	90	2.9	0.5	1,212	606
T4-2 Lancer	\$24,790	\$1,240	7	Missile	1,000	90	2.9	0.5	2,091	1,045
C242 Cannonball	\$120,480	\$6,024	9	Missile	1,000	90	2.9	0.5	4,890	2,445
X19 Stalker	\$650	\$33	1	Homing Missile	1,000	99	4.36	1	244	122
X22 Windstalker	\$2,380	\$119	3	Homing Missile	1,000	99	4.36	1	373	186
X27 Moonstalker	\$9,700	\$485	5	Homing Missile	1,000	99	4.36	1	606	303
X33 Sunstalker	\$32,230	\$1,612	7	Homing Missile	1,000	99	4.36	1	1,045	522
X45 Firestalker	\$156,620	\$7,831	9	Homing Missile	1,000	99	4.36	1	2,445	1,222
L-EMP-01 Eraser	\$500	\$25	1	EMP	1,000	90	2.9	1	16	652
M-EMP-01 Sweeper	\$3,710	\$186	4	EMP	1,000	90	2.9	1	31	1,264
N-EMP-01 Neutralizer	\$24,790	\$1,240	7	EMP	1,000	90	2.9	1	69	2,788
O-EMP-01 Paralyzer	\$144,580	\$7,229	10	EMP	1,000	90	2.9	1	195	7,824
C088a Wasp	\$1,830	\$92	3	Cruise Disruptor	2,500	700	8.71	1	37	18
C089b Hornet	\$54,810	\$2,741	8	Cruise Disruptor	3,000	800	8.71	1	159	79
T-92 Storkiller	\$7,460	\$373	5	Torpedo	1,500	50	.58	0.5	2,424	1,212
T-96 Sunslayer	\$144,580	\$7,229	10	Torpedo	2,700	60	.58	0.5	11,736	5,868



MINES

Mines can be thought of as missiles released from a launcher at your ship's stern. "Drop" mines to damage and discourage pursuers (toggle your ship's rear view to spot potential targets). *HM-class* mines are homing mines that boast greater maneuverability and top speed to better seek their targets. Remember that mines track their closest target, so be careful when dropping them since their closest target may be you.

DESIGNER TIP >>>

You can shoot mines with your guns, if you're quick enough.

—Jarg Neumann,
Lead Designer



Mine Name	Launcher Price	Ammo Price per Mine	Equipment Level	Top Speed (m/s)	Hull Damage per Mine	Shield Damage per Mine
M433 Drone	\$500	\$25	1	60	326	163
M468 Wardog	\$1,830	\$92	3	60	498	249
M472 Tadpole	\$7,460	\$373	5	60	808	404
M479 Swatter	\$24,790	\$1,240	7	60	1,394	697
M485 Screamer	\$120,480	\$6,024	9	60	3,260	1,630
HM-a Seeker	\$860	\$43	2	80	408	204
HM-b Razor	\$3,710	\$186	4	80	632	316
HM-d Driller	\$14,300	\$715	6	80	1,054	527
HM-g Cutter	\$54,810	\$2,741	8	80	2,120	1,060
HM-i Ripper	\$144,580	\$7,229	10	80	3,912	1,956

SHIELDS

Shields give your ship protection that can be regenerated. Your shields absorb enemy weapon damage, protecting your ship's hull, weapons, and equipment. Without shields, your ship's weapons and equipment can be completely destroyed and lost (requiring replacement). Don't neglect shield upgrades for your ship: Added shielding will help you survive tougher battles, which usually have a bigger payday than the easier skirmishes.

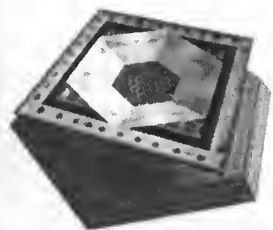
There's no transfer of damage from the shield to the hull. Your shield will absorb 100 percent of the damage delivered by a hit, regardless of the amount of hit points left. For example: if your shield has only one hit point left, and a missile that does 1,000 hit points worth of damage strikes the ship, that shield will absorb all of the damage. Your shields automatically shut off, however, upon losing all hit points. You must wait 45 seconds for them to reactivate and begin regenerating.

There are three types of shields. Each type is designed to perform better against certain types of gun and turret weapons.

- **Graviton Shields:** These work best against laser, photon, and pulse weapons.
- **Molecular Shields:** These provide best protection from plasma and particle weapons.
- **Positron Shields:** These protect best against tachyon and neutron weapons.

NOTE >>>

You can regenerate your shields more quickly through the use of shield batteries. However, shield batteries are quite expensive, and your ship can hold only a limited number of them. Save shield batteries for absolute emergencies, when you can't wait for your shield to regenerate normally.



Shield Name	Base Price	Class	Shield Type	Maximum Capacity	Regeneration Rate
Sentry Light Fighter	\$1,000	1	Graviton	600	13
Adv. Sentry Light Fighter	\$1,720	2	Graviton	821	18
Guardian Light Fighter	\$3,660	3	Graviton	1,124	25
Adv. Guardian Light Fighter	\$7,420	4	Graviton	1,539	34
Sentinel Light Fighter	\$14,920	5	Graviton	2,107	46
Adv. Sentinel Light Fighter	\$28,590	6	Graviton	2,884	64
Protector Light Fighter	\$49,580	7	Graviton	3,948	87
Adv. Protector Light Fighter	\$109,610	8	Graviton	5,405	120
Champion Light Fighter	\$240,960	9	Graviton	7,398	164
Adv. Champion Light Fighter	\$289,150	10	Graviton	10,127	225
Sentry Heavy Fighter	\$1,080	1	Graviton	654	14

continued

Shield Name	Base Price	Class	Shield Type	Maximum Capacity	Regeneration Rate
Adv. Sentry Heavy Fighter	\$1,860	2	Graviton	895	19
Guardian Heavy Fighter	\$3,950	3	Graviton	1,225	27
Adv. Guardian Heavy Fighter	\$8,010	4	Graviton	1,678	37
Sentinel Heavy Fighter	\$16,110	5	Graviton	2,297	51
Adv. Sentinel Heavy Fighter	\$30,880	6	Graviton	3,144	69
Protector Heavy Fighter	\$53,550	7	Graviton	4,303	95
Adv. Protector Heavy Fighter	\$118,380	8	Graviton	5,890	130
Champion Heavy Fighter	\$260,240	9	Graviton	8,064	179
Adv. Champion Heavy Fighter	\$312,280	10	Graviton	11,038	245
Sentry Freighter	\$1,270	1	Graviton	765	17
Adv. Sentry Freighter	\$2,190	2	Graviton	1,047	23
Guardian Freighter	\$4,650	3	Graviton	1,433	31
Adv. Guardian Freighter	\$9,420	4	Graviton	1,963	43
Sentinel Freighter	\$18,940	5	Graviton	2,687	59
Adv. Sentinel Freighter	\$36,310	6	Graviton	3,678	81
Protector Freighter	\$62,970	7	Graviton	5,035	111
Adv. Protector Freighter	\$139,200	8	Graviton	6,892	153
Champion Freighter	\$306,020	9	Graviton	9,435	209
Adv. Champion Freighter	\$367,220	10	Graviton	12,915	287
Rampart Light Fighter	\$1,000	1	Molecular	450	10
Adv. Rampart Light Fighter	\$1,720	2	Molecular	620	13
Sconce Light Fighter	\$3,660	3	Molecular	840	18
Adv. Sconce Light Fighter	\$7,420	4	Molecular	1,150	25
Palisade Light Fighter	\$14,920	5	Molecular	1,580	35
Adv. Palisade Light Fighter	\$28,590	6	Molecular	2,160	48
Bulwark Light Fighter	\$49,580	7	Molecular	2,960	65
Adv. Bulwark Light Fighter	\$109,610	8	Molecular	4,050	90
Barrier Light Fighter	\$240,960	9	Molecular	5,550	123
Adv. Barrier Light Fighter	\$289,150	10	Molecular	7,600	168
Rampart Heavy Fighter	\$1,080	1	Molecular	490	10
Adv. Rampart Heavy Fighter	\$1,860	2	Molecular	670	14
Sconce Heavy Fighter	\$3,950	3	Molecular	920	20
Adv. Sconce Heavy Fighter	\$8,010	4	Molecular	1,260	28
Palisade Heavy Fighter	\$16,110	5	Molecular	1,720	38
Adv. Palisade Heavy Fighter	\$30,880	6	Molecular	2,360	52
Bulwark Heavy Fighter	\$53,550	7	Molecular	3,230	71

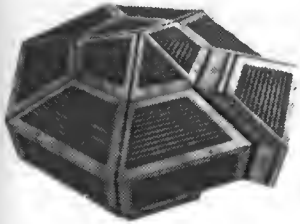
Shield Name	Base Price	Class	Shield Type	Maximum Capacity	Regeneration Rate
Adv. Bulwark Heavy Fighter	\$118,380	8	Molecular	4,420	98
Barrier Heavy Fighter	\$260,240	9	Molecular	6,050	134
Adv. Barrier Heavy Fighter	\$312,280	10	Molecular	8,280	184
Rampart Freighter	\$1,270	1	Molecular	570	12
Adv. Rampart Freighter	\$2,190	2	Molecular	790	17
Sconce Freighter	\$4,650	3	Molecular	1,080	24
Adv. Sconce Freighter	\$9,420	4	Molecular	1,470	32
Palisade Freighter	\$18,940	5	Molecular	2,020	44
Adv. Palisade Freighter	\$36,310	6	Molecular	2,760	61
Bulwark Freighter	\$62,970	7	Molecular	3,780	84
Adv. Bulwark Freighter	\$139,200	8	Molecular	5,170	114
Barrier Freighter	\$306,020	9	Molecular	7,080	157
Adv. Barrier Freighter	\$367,220	10	Molecular	9,690	215
Armet Light Fighter	\$1,000	1	Positron	450	10
Adv. Armet Light Fighter	\$1,720	2	Positron	620	13
Cuisse Light Fighter	\$3,660	3	Positron	840	18
Adv. Cuisse Light Fighter	\$7,420	4	Positron	1,150	25
Pourpoint Light Fighter	\$14,920	5	Positron	1,580	35
Adv. Pourpoint Light Fighter	\$28,590	6	Positron	2,160	48
Aegis Light Fighter	\$49,580	7	Positron	2,960	65
Adv. Aegis Light Fighter	\$109,610	8	Positron	4,050	90
Brigandine Light Fighter	\$240,960	9	Positron	5,550	123
Adv. Brigandine Light Fighter	\$289,150	10	Positron	7,600	168
Armet Heavy Fighter	\$1,080	1	Positron	490	10
Adv. Armet Heavy Fighter	\$1,860	2	Positron	670	14
Cuisse Heavy Fighter	\$3,950	3	Positron	920	20
Adv. Cuisse Heavy Fighter	\$8,010	4	Positron	1,260	28
Pourpoint Heavy Fighter	\$16,110	5	Positron	1,720	38
Adv. Pourpoint Heavy Fighter	\$30,880	6	Positron	2,360	52
Aegis Heavy Fighter	\$53,550	7	Positron	3,230	71
Adv. Aegis Heavy Fighter	\$118,380	8	Positron	4,420	98
Brigandine Heavy Fighter	\$260,240	9	Positron	6,050	134
Adv. Brigandine Heavy Fighter	\$312,280	10	Positron	8,280	184
Armet Freighter	\$1,270	1	Positron	570	12
Adv. Armet Freighter	\$2,190	2	Positron	790	17
Cuisse Freighter	\$4,650	3	Positron	1,080	24

continued

Shield Name	Base Price	Class	Shield Type	Maximum Capacity	Regeneration Rate
Adv. Cuisse Freighter	\$9,420	4	Positron	1,470	32
Pourpoint Freighter	\$18,940	5	Positron	2,020	44
Adv. Pourpoint Freighter	\$36,310	6	Positron	2,760	61
Aegis Freighter	\$62,970	7	Positron	3,780	84
Adv. Aegis Freighter	\$139,200	8	Positron	5,170	114
Brigandine Freighter	\$306,020	9	Positron	7,080	157
Adv. Brigandine Freighter	\$367,220	10	Positron	9,690	215

Note: The higher the regeneration rate, the faster the shield regenerates after taking damage.

THRUSTERS

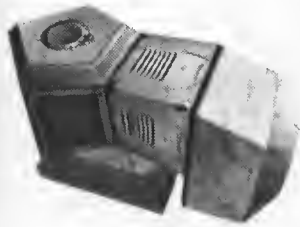


The thruster serves as your ship's *afterburner* system. Even without a thruster, your ship can fly at standard and cruise speeds but lacks the afterburner mode. We don't recommend ever leaving port without a thruster! The afterburner proves extremely useful in combat situations or when you need to maneuver quickly to a location and can't spare the time to wait for cruise engines to activate.

There are four different thrusters, and each differs in its afterburner regeneration rate. The more expensive the thruster, the longer the afterburner lasts.

Thruster Name	Base Price	Top Speed	Thruster Drain	Burn Time
Thruster	\$500	200	165	15
Deluxe Thruster	\$3,000	200	150	20
Heavy Thruster	\$5,000	200	133	30
Advanced Thruster	\$6,000	200	125	45

COUNTERMEASURES



Countermeasures are used to evade incoming missiles. When you're notified of an incoming missile (an icon also appears at the top right of your heads-up display), drop a countermeasure; it will give you a chance to evade the missile. For maximum

effectiveness, wait until the missile is at close range (your warning indicator beeps faster the closer the missile is to your ship) before dropping the countermeasure.

There are three types of countermeasures, with effectiveness determined by price. You must first purchase the appropriate launcher for the type of countermeasure. Each launcher can hold up to 50 countermeasures. Remember to replace used countermeasures the next time you dock with a planet or base. Use them effectively so you aren't replenishing a full supply of 50 at each port!

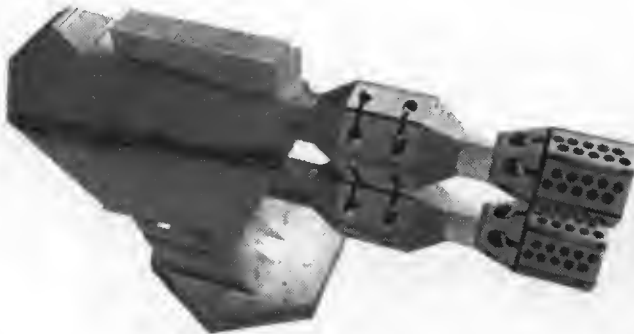
DESIGNER TIP >>>

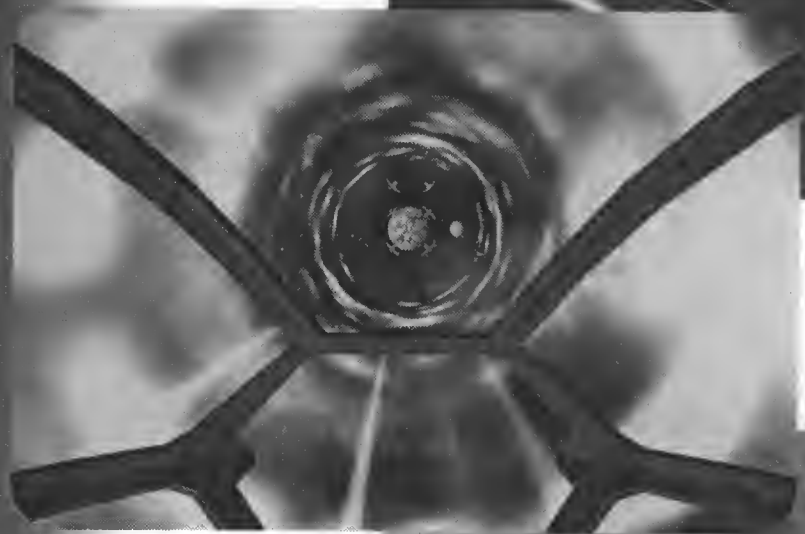
To help make countermeasures more effective, steer your ship into a sharp angle and thrust as you drop the countermeasure. This helps lessen the chance you'll be hit by the missile if your countermeasure doesn't work.

—John Sripion,
Mission Designer



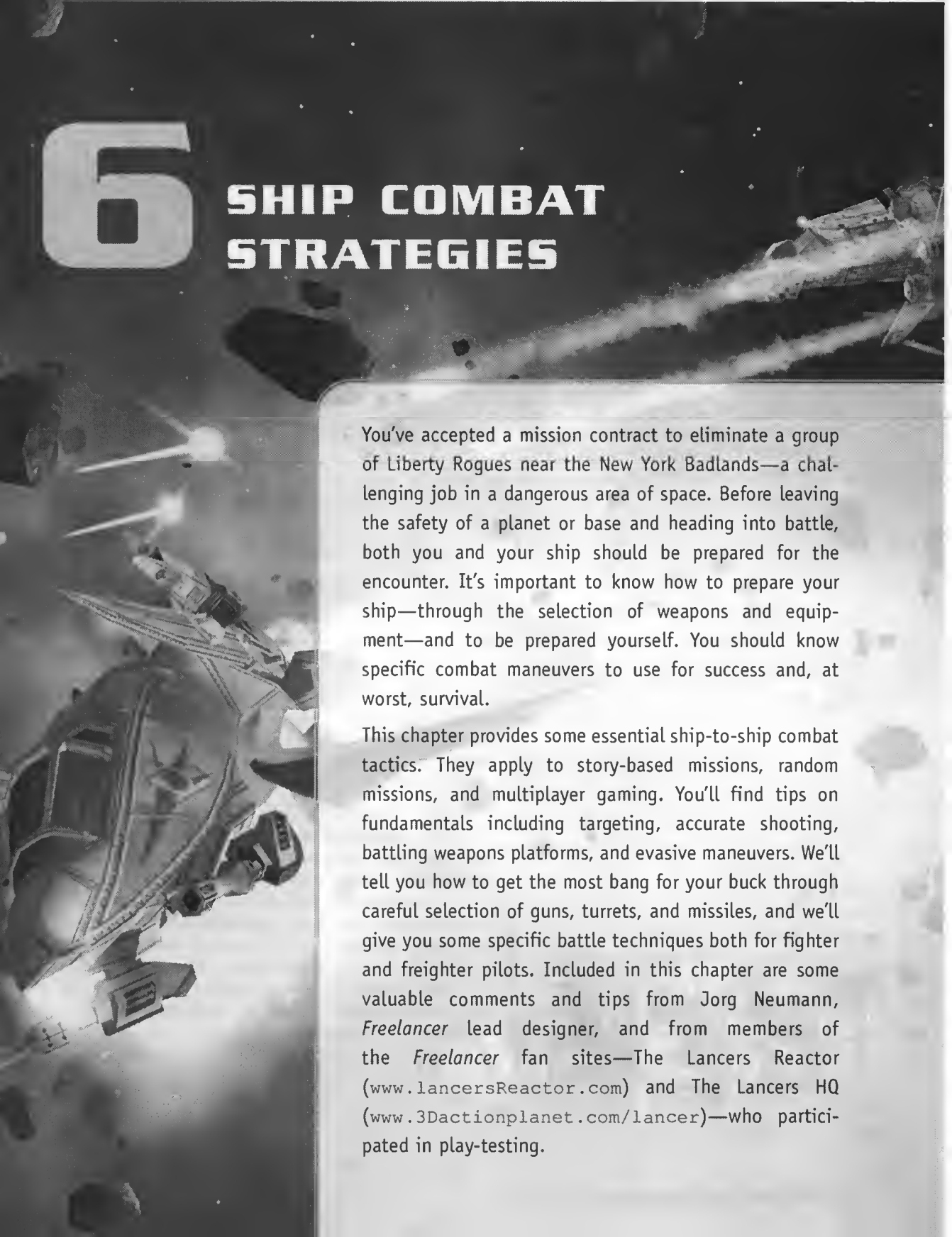
Countermeasure Name	Base Price	Ammo Price per Countermeasure	Decoy Range	Decoy Chance
CM-1 Countermeasure	\$500	\$25	1,000	70%
CM-2 Improved Countermeasure	\$1,500	\$30	1,000	80%
CM-3 Advanced Countermeasure	\$2,500	\$40	1,000	90%





6

SHIP COMBAT STRATEGIES



You've accepted a mission contract to eliminate a group of Liberty Rogues near the New York Badlands—a challenging job in a dangerous area of space. Before leaving the safety of a planet or base and heading into battle, both you and your ship should be prepared for the encounter. It's important to know how to prepare your ship—through the selection of weapons and equipment—and to be prepared yourself. You should know specific combat maneuvers to use for success and, at worst, survival.

This chapter provides some essential ship-to-ship combat tactics. They apply to story-based missions, random missions, and multiplayer gaming. You'll find tips on fundamentals including targeting, accurate shooting, battling weapons platforms, and evasive maneuvers. We'll tell you how to get the most bang for your buck through careful selection of guns, turrets, and missiles, and we'll give you some specific battle techniques both for fighter and freighter pilots. Included in this chapter are some valuable comments and tips from Jorg Neumann, *Freelancer* lead designer, and from members of the *Freelancer* fan sites—The Lancers Reactor (www.lancersReactor.com) and The Lancers HQ (www.3Dactionplanet.com/lancer)—who participated in play-testing.

COMBAT FUNDAMENTALS

This section covers the basics of ship-to-ship combat. You'll find important tips on targeting enemies, firing accurately, destroying stationary targets such as stations and weapons platforms, and performing evasive maneuvers.

Targeting

Upon encountering a squad of enemy ships, target the nearest enemy vessel. Most often, the enemy ships appear on your radar well before they're within firing range. There are several ways to target enemy ships. At long range, you can select the *All* filter on your *Contact List* and click your mouse on the closest enemy vessel. Once enemy ships are within firing range, you can select targets either through the Contact List or by clicking your mouse directly on enemy ships (see Figure 6.1). The easiest method is to simply press the *Nearest Enemy* key (default is the R key). Enemy ships also appear under the *Important* and *Ships* filters on the Contact List.



FIGURE 6.1 Target enemy ships using your Contact List or by clicking directly on the enemy vessels.

Although it's possible to attack and damage enemy ships without targeting them, it's not recommended. Targeting provides essential information about the enemy ship, including its current shield and hull strength.

Targeting also allows you to locate the enemy ship even though it's not directly in front of you. Move in the direction of the targeting indicator (a large red arrow on the edge of your screen) to position the enemy ship on your view screen.

It's also extremely advantageous to practice *smart targeting*. Target damaged enemies before healthy enemies, for a good reason: Damaged enemies can hurt you as badly as undamaged ones—but they're a lot easier to destroy! In a random mission where you have allies, for instance, these allies might damage enemy ships during a battle. Seek out the targets your allies are attacking, and target the damaged ships first, because you can destroy them more easily—and more quickly. The goal is to whittle down the enemies' numbers to even the odds.

DESIGNER TIP >>>

Enemy ships are more likely to break off their attack if you're facing them. Once they break off, they won't be facing you—and when they're not facing you, they can't hit you with their forward-firing guns! So if you're under attack, force the attacker and force him to break off. Ignore an attacker and you could suffer heavy damage. Furthermore, enemy fire is more accurate if you're sitting still. Move!

—Jarg Neumann,
Lead Designer



Accurate Attacks

You're in trouble when you've successfully targeted an enemy ship but are unable to destroy it quickly. Extended battles with a group of enemy ships can be costly in several ways: You might incur severe damage requiring expensive repairs, or at best, expend numerous nanobots, shield batteries, and missiles, all of which must be replaced at an equipment dealer. The key to saving your cash, and your skin, is to shoot accurately and make the most of your opportunities. Here are some tips on maximizing your attack damage with each shot.

- Particularly in random missions, your first opportunity to attack an enemy ship is at long range. When the enemy appears on radar, target the ship using your Contact List. Adjust your heading toward the target. Place your targeting reticle over the approaching ship—use the *targeting lead indicator* (see next paragraph) for a moving target—and as soon as the enemy is in range, fire your guns and turrets continuously. Inflict as much damage as possible. As the enemy ship passes just in front of your ship, fire a missile or mine for added damage. But beware—your foes can also use these opportunities to dish out damage to you. To minimize this, see the “Evasive Maneuvers” section that follows.
- The cross-shaped targeting lead indicator is vital for accuracy in gun or turret shots. When you target an enemy vessel, the cross-shaped icon will appear on your view screen *near* the target. Your firing computer has considered the enemy's speed and direction, anticipated the enemy ship's movements, and placed the cross icon at the point where the ship *will* be when your shot arrives. To damage the enemy ship, don't fire directly at it. Instead, fire your guns and turrets at the targeting lead indicator. If you don't see the lead indicator, your target is out of range, so don't waste your ammunition until you see the indicator.
- There's a method to consistently scoring missile hits against enemy ships. Don't waste missiles on a target that's nearly out of range. And even though a missile will track its target, you should minimize the number of trajectory changes your missile must make. The shortest distance between two points is a straight line! Wait for the enemy ship to close, and fire the missile as it approaches. Your missile won't have far to move and will likely strike its target. An errant missile is a waste—like tossing credits out your airlock!
- If you're equipped with a mine dropper, toggle the rear-camera view (default is the V key) to check for enemy pursuit. Drop a mine if there's an enemy ship attacking your rear flank. (But be careful not to do so when he's likely to hit the mine and detonate it before you can clear the blast radius!) Then veer off and face the pursuer, and force him to break off the attack. If the mine inflicted damage, consider switching targets to the damaged enemy ship and engage with your guns, turrets, and missiles.

DESIGNER TIP >>>

You should not waste a missile if an enemy's shield is nearly destroyed—the missile will destroy the shield, but the excess damage won't be transferred to the hull. It's simply lost. Not using missiles to their maximum effectiveness is a quick way to put yourself in a situation where you do not have the weapons you need for a bottle.

—Todd D. Degani,
Mission Designer



DESIGNER TIP >>>

You should attempt to fire missiles while your thrusters are activated or when you are in the engine-kill maneuver but traveling above normal maximum speed. This can significantly increase the speed of your missiles and help ensure a hit.

—Todd D. Degani,
Mission Designer



- Try to fire missiles only when you're afterburning. A missile fired when you're moving faster is a faster missile—and one more likely to strike its target.
- A distant target is harder to hit. Use your thruster to close in quickly on elusive enemies.

Stationary Foes

Stationary targets include weapons platforms and space stations. You'll face these during story-based missions and random missions. In either case, you should avoid combating stationary targets until all the mobile hostiles have been destroyed—particularly if you can avoid maneuvering within range of a weapons platform (see Figure 6.2). If you must fight enemy ships near a weapons platform, target and destroy the platform before engaging the ships.

"Dormant" space stations (those that don't fire back at your vessel) should be ignored until you've cleared the area of hostile forces, which includes weapons platforms. Since the station isn't threatening, concentrate your attention on the enemy targets that *can* harm your ship. When you do engage stationary targets (including weapons platforms), use Jorg Neumann's technique (see the sidebar) to launch missiles or torpedoes. If you're using guns or turrets, fire as you approach (against weapons platforms) or at very close range (against a dormant space station).

DESIGNER TIP >>>

Observe your target closely. You can greatly increase your chances of scoring missile hits if you fire when the target ship is struggling to pull out of a hard turn. And different factions fly differently—if you know their habits, you're more likely to know when they will be vulnerable to a well-timed missile.

—Jorg Neumann,
Lead Designer

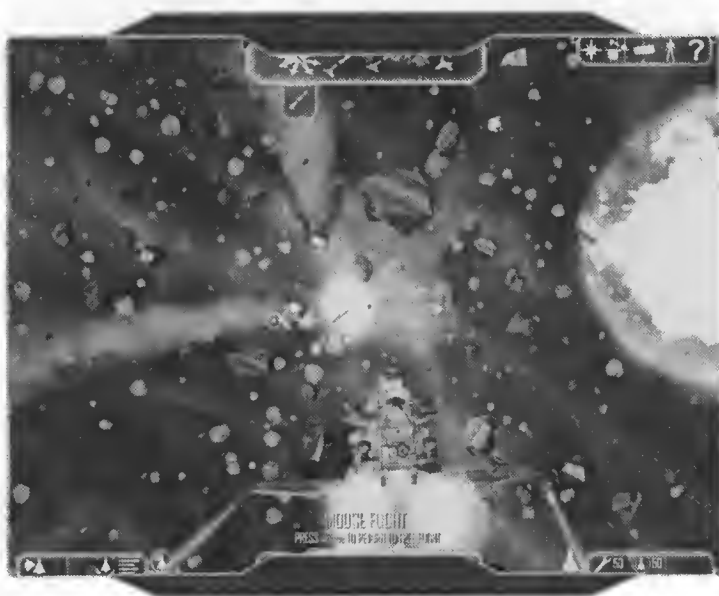
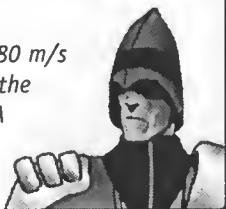


FIGURE 6.2 During a ship-to-ship battle, avoid moving within range of enemy weapons platforms.

WARNING >>>

When traveling at more than 80 m/s during engine-kill, the use of the strafe keys (defaults are the A and D keys) will cause your speed to drop.



If at all possible, steer clear of enemy weapons platforms during ship-to-ship battles. Keep a distance of at least 1,500 meters from weapons platforms while engaging enemy ships. Monitor your Contact List and note your distance from the platforms. If you are forced within range, use your afterburner to proceed directly away from the platforms. It's safer to deal solely with the enemy ships. The added firepower of the weapons platforms could inflict needless damage on your ship and force you to use nanobots and shield batteries that might have been helpful later in the battle.



JORG NEUMANN ON DESTROYING WEAPON PLATFORMS

Missiles will not automatically track a weapons platform, even if you have targeted the structure. Instead, the missile will fire straight and dumb (meaning that it has no seeking ability). You'll need to line up your ship and take aim the best way you can. An alternative to free flight would be the Go Ta maneuver. It will line up your ship to fly to the center of your selected target. Go To automatically activates your ship's cruise engines (unless you're very close to the selected object). Since you can't fire with cruise engines activated, you should almost immediately deactivate cruise with the Shift+W hotkey. Now you should be in the Go Ta maneuvering mode, cruise engines deactivated, and completely lined up with the target. As soon as you're within range, fire your missile or torpedo. Remember to exit the Go Ta mode when you get close to the target, or the maneuver will take you up to the target and park you in front of it—which will be a bad situation if the hostile target remains alive.

Engine-kill is another great way to eliminate a stationary target. Assume a course toward the target, with a slight adjustment to the left or right. Activate your afterburner and reach full speed. Kill your engines (default is the Z key) and your ship will maintain its forward momentum, but you can strafe and turn around at will. As you slide by, point your crosshairs at the stationary target and pummel the structure with your guns and turrets.

Evasive Maneuvers

A smart defense is as good as a potent offense. It's better to flee and survive than to stay, fight, and sustain heavy damage or even die. It is, as they once said on ancient Terra, "a no-brainer." The tips in this section provide strategies for evading attacks and escaping danger. Some are specific evasive (and, let's face it, *fleeing*) maneuvers, and some are concerned more with equipping your ship with passive aids—countermeasures, nanobots, and shield batteries—in order to survive tough battles.

- Cruise engines can whisk you out of danger, but be aware that enemy ships are equipped with *cruise disruptor* missiles and might be able to shut down your cruise engines, leaving you vulnerable. Counteract this by killing your engine with the *Engine-Kill* key (default is the Z key) after reaching cruise speed. You maintain speed and the cruise disruptor has no effect, since your engines are off. While your engines are killed, you can still use your thrusters to resume most of your speed or to change directions quickly. It's an effective way to avoid a fight if hostiles appear on your radar.

DESIGNER TIP >>>

If you encounter enemies near a minefield, head into it! Computer-controlled ships aren't adept at avoiding mines and you may likely score added damage from their careless flying.

—Christian "Bargib" Kaerner,
The Lancers Reactor



DESIGNER TIP >>>

You can usually dodge mines by engaging your afterburners and jetting away as soon as you see a mine launched from the ship you're trailing.

—Jorg Neumann,
Lead Designer



- Reaching a *trade lane* is another important escape tool. You travel much faster through the lanes. The problem is docking with the trade lane, which takes several seconds—long enough for your enemies to pound your vessel into scrap with their guns, turrets, and missiles. The key is to not perform the *Dock* maneuver too soon. Wait until you're within meters of the trade lane—when the trade lane envelops your view screen—before docking. You'll dock with the trade lane and escape almost immediately.
- Docking rings, jump gates, bases, and jump holes can be quick escape routes. Practice docking with each of these to get an idea of how close you can get before pressing the Dock key. If you press Dock and your ship turns around to get a better angle on the entry, you were too close. For docking rings and jump gates, cruising or thrusting until you are 50 to 100 meters from the tips of the structure (in closed position) is your fastest route.
- Purchase a *countermeasure dropper* as soon as possible; countermeasures help you evade enemy missile fire. An alert will sound when the enemy launches a missile at your ship. When the frequency of the alert becomes very fast, drop countermeasures until the alert ceases (indicating that you have successfully stymied the missile). For best results, combine the deployment of countermeasures with a sudden, decisive change of direction and a thruster burst. Countermeasures have to be replaced, so stock up whenever you're on base (see Figure 6.3). Ship debris often includes numerous countermeasures. You might even find commodities and weaponry. Don't forget that countermeasure droppers are rear-mounted, so countermeasures have little effect on missiles fired by oncoming foes.
- The *thruster* is another invaluable item. Ship-to-ship combat is extremely difficult without one. It's the thruster that increases your top speed to 200 m/s. Most of the enemy ships you'll encounter have a thruster and use it often. The best defensive use of the afterburner is to quickly put distance between you and an enemy ship—giving your shields extra time to regenerate.



FIGURE 6.3 Restock your countermeasures by visiting an equipment dealer.

DESIGNER TIP >>>

Consider toggling Freelancer's auto-leveling feature (default is the L key) to off. Computer-controlled ships have a tougher time scoring accurate shots against a ship that freely flies at an angle. Auto-leveling seems to line you up in a perfect position to be hammered!

—Christian "Bargib" Kaerner,
The Lancers Reactor





TODD D. DEGANI ON COUNTERMEASURES

Always try to leave your countermeasure drapper activated in your weapons list if possible. The countermeasure drapper will be in auto-fire mode and will automatically dispense a countermeasure at the appropriate time. A smart way to do this is to set up hotkeys for Activate Weapons Group 1 and Activate Weapons Group 2. Using the hotkeys will change the Activated Weapons display in the Player Status window at the lower right of the HUD. In weapons-group 1, activate all the guns you intend to fire when you shoot. In weapons-group 2, activate only the countermeasure drapper. Leave the Player Status window showing weapons-group 2. Finally, go to the Options screen and bind the right mouse button, or any other key you wish to use to fire your main weapons, to Fire Weapons Group 1. This setup will allow your ship to fire countermeasures automatically but does have the drawback of your having to press a key every time you wish to fire your main weapons.

- A player practicing smart defense utilizes nanobots and shield batteries. You should stock up before every tough engagement. Each fighter or freighter can carry a different number of them. Nanobots provide instant repair to a portion of your ship's *hull*; shield batteries permit quick regeneration of a portion of your ship's *shield*. As you upgrade to better shields and ships, you'll find that you'll be using more and more batteries and nanobots every time you heal up. Don't be careless with either of them—replacing these things can be costly (200 credits for each nanobot or battery). For instance, wait until your shield power is down to 50 percent, or even 25 percent, before applying shield batteries.



JDRG NEUMANN'S GUIDE TO ADVANCED TRADE LANE DOCKING

When you're being hotly pursued, a second or two of indecision or slow, automated docking can cost you your life. How do you cut your trade lane docking time to the bare minimum? Here's how:

The trade lane ring has top and bottom halves, which carry lanes of traffic in opposite directions. The key is to quickly determine which lane you need to use, and getting into the mouth of that part of the ring.

During your escape, select the trade lane ring and fly toward it, using your afterburner in zigzags to make it hard for pursuing foes to strike your rear. At 500 meters, press the Dock key (default is F3). As soon as you see the trade lane activation effect, hit Esc to cancel the Dock maneuver. You don't have time to wait.

You now know which lane you need to enter, and you still have the trade lane ring selected. Thrust toward the half of the ring structure that revealed the activation effect, and when your ship is at the center, press the Dock key again. (Don't do it too late or you'll have to swing around again!) Your ship will enter trade lane travel almost immediately and you'll leave your pursuers in the dust without ever having to wait a single second for automated docking. If you practice this technique, you can easily average 190 m/s of smooth travel when you're making your escapes. Don't be too hasty with shield batteries during these getaways. If enemies knock your shields down to 30 or 40 percent, it's not a problem. You will usually have plenty of time to regenerate shields safely in the trade lane.

- Often when you see incoming enemies, they're in a wing, afterburning right at you with a wall of fire and missiles preceding them. If you're stocked with batteries and nanobots, take them on—when grouped tightly, the enemies offer a good target. But don't forget they have a numerical advantage. It never hurts to strafe as they approach; it won't stop their missiles but it will help you avoid their gunfire. Another approach would be to fire guns, missiles, and mines while afterburning toward a spot above them. Lastly, when weakened, you'd be wise to cruise or afterburn off at an angle, so they are forced to break off. Then you can deal with them individually.
- Get a good feel for how many nanobots and shield batteries it takes to regenerate your hull and shields. The tougher you are the more of these your ship is going to use each time you activate them.

WEAPONS SELECTION

Effective combat tactics begin with the selection of weapons. Each fighter and freighter has a different number of *hard points*—slots on the ship that are designed to hold weaponry. One type of hard point is best for the mounting either of guns or of missiles; the other type is designed for gun turrets. Additionally, every ship has its own optimum and maximum equipment *levels*. (Weapons are classified by equipment level). You should try to get the most firepower out of your ship, through astute weapons selection. You must consider hard points and equipment levels. This section provides tips on selecting your arsenal and achieving your ship's combat potential.

- Each fighter and freighter possesses its own regenerative energy, which supplies power to the guns and turrets. As long as you have energy available, the guns and turrets fire on command. If you're out of energy, the guns and turrets will fire only after sufficient energy has been restored. Consider your ship's *optimum* equipment level when purchasing weaponry. A ship fully stocked with optimum-level guns and turrets can fire continuously for 30 seconds before its energy is exhausted.
- Strike a balance between equipment level and firepower. If you outfit your ship with maximum-level, high-damage weaponry, you might fire continuously for only a dozen seconds or so before exhausting all energy. It's better to have greater energy access and lower-level weaponry than to be forced to hold your fire while your energy is regenerating.

DESIGNER TIP >>>

Never purchasing your ship's maximum number of shield batteries or nanobots is a good way not only to save money but to make some as well. If you're carrying the maximum possible load, you're giving up the ability to tractor in valuable supplies when you kill enemy ships. By leaving yourself some room to gather nanobots and shield batteries from the enemy, you can make money by selling your extras at any base for some quick cash.

—Todd D. Degani,
Mission Designer



DESIGNER TIP >>>

If you're in a desperate situation and don't have any countermeasures, activate your afterburner after you hear the missile warning. Once you're up to full speed, kill your engines. Turn around, target the missile, and shoot it down!

—Andrew "Tochyon" Canon,
The Lancers HQ



- Since both fighters and freighters have multiple hard points, weapons combinations become very important. For instance, you might equip your ship with a couple of optimum- to maximum-level pulse weapons, which inflict high damage to shields but low damage to a ship's hull. Fill the rest of your hard points with optimum- to maximum-level *non*-pulse weapons. When first battling an enemy ship, use the pulse weapons, and perhaps one or two of the non-pulse weapons, to knock down the enemy's shields quickly. After eliminating the enemy's shields, switch to your non-pulse weaponry. Because you weren't using all weapons at once, your energy level is still high. Consider missile combinations as well. For more information on pulse weapons and weapons stats, check out Chapter 5: "Weapons and Equipment."
- Guns are more cost-effective than missiles because guns don't require additional ammunition, only your ship's energy. Missiles, although they're more powerful, are expensive to replace, which cuts into the profits from your random missions or commodity-hauling. Emphasize guns over missiles for the majority of your hard points. Consider mounting one launcher, but conserve your missiles carefully and attempt to fire only accurate shots at close range.
- Match the firing-rate of your guns with your playing style. Fast-firing guns do less damage, but are better for players who lack accuracy. Slow-firing guns are appropriate for accurate players who like close combat.
- During multiplayer games, there are always bumps and burps in connectivity. For multiplayer games, you may be best served by a loadout with more missiles, because missiles will track their targets better in laggy conditions.
- Search ship debris for weapons and ammunition by using the Loot filter on your Contact List. If you happen to find a gun, turret, or missile launcher in the debris, consider holding onto it; if you lose a weapon in a tough fight, you have a replacement in your inventory.
- If you're just starting out, try the Javelin missile. It's lousy at tracking targets, but it packs a potent, inexpensive punch. You can compensate for its terrible turning radius by using the techniques described in the "Accurate Attacks" section of this chapter.
- Study the weapons and equipment statistics in Chapter 5 carefully. Certain shields protect you better from certain weaponry. (Graviton shields, for instance, are your best protection against laser, photon, and pulse weapons.) Consider your current enemies. For example, if you're accepting mission contracts against Outcasts or Corsairs, consult their weapons stats in Chapter 5. Purchase a shield that offers good protection from as many of their weapons as possible.

DESIGNER TIP >>>

After killing your engine, use the left and right slide maneuver to abruptly change your heading. Dodging effectively throws off the targeting lead indicators of enemy pilots. You can also do an afterburn even with a killed engine. It's a great way to put distance between you and an overwhelming force. When you afterburn with a killed engine, you can change direction very quickly and dodge gun and turret projectiles, missiles, and mines.

—Jorg Neumann,
Lead Designer



BATTLE TACTICS

This section covers tactics specific to fighters and freighters. In general, fighters are better equipped for combat situations, both in random and story-based missions.

Most fighters' hard points, or weapon slots, are of the type that is suitable for mounting either guns or missiles. Fighters are more maneuverable and can accelerate and decelerate faster than freighters. Oddly, in most cases fighters can hold more nanobots and shield batteries than freighters can. Freighters' hard points, for the most part, are designed for turret mounts. They can hold their own in combat; but the heavy ships are less maneuverable (and accelerate more slowly) than fighters, putting them at a disadvantage against large groups.

Fighters

A fighter's maneuverability is its biggest asset. Stay mobile during ship-to-ship battles; don't sit still at any time, and remain near full speed. If you're headed into a battle, never leave a planet or base without a thruster (see Figure 6.4). A fighter's afterburner provides the sudden acceleration and mobility you'll need to escape heavy fire, avoid missiles, and quickly approach enemy targets.

For instance, you've damaged an enemy target, but the vessel has dropped off your view screen. Don't take your time about seeking the target out again. It's important to destroy enemy ships to decrease their numbers and make it easier for you to survive. Activate the afterburner, adjust your heading toward the target indicator along the side of your screen, and begin firing at the enemy target once again.

Practice strafing (defaults are the A key for *strafe left* and the D key for *strafe right*), particularly in conjunction with *engine-kill* (default is the Z key) and *reverse thrust* (the X key). Strafing adds lateral mobility to your fighter, especially with your engine killed. Use strafing to circle around a target while keeping your crosshairs on the ship or the lead indicator. Toggle your afterburner to adjust your speed as needed to keep your sights on the enemy ship.

As mentioned previously in this chapter, engine-kill is another effective tool in combat. We've discussed its use against stationary targets, but it's



FIGURE 6.4 In combat, the thruster—with its afterburner ability—is your ship's most important piece of equipment.

DESIGNER TIP >>>

If your shields are low, put some distance between you and the enemy ships for a few seconds—afterburn away from the heart of the bottle. Once your shields are gone, pieces of your ship can be blown off—even an appendage that has a mounted gun or turret. Important Thrusters can also be blown off. Escape from the battle and return once your shield has been restored.

—Jarg Neumann,
Lead Designer



also a powerful ally in ship-to-ship battles. Here's an example: you're being pursued by an enemy ship and want to face it quickly and force it to break off the attack. Toggle your afterburner to full speed, press the engine-kill key, and then turn your ship 180 degrees. Your ship maintains its original heading after engine-kill, but now your guns face the enemy ship. Shoot! When the ship breaks off the attack, give the pilot another surprise. Reactivate your engines and become the pursuer.

Freighters

A freighter's huge cargo space—perfect for hauling commodities—might be good for profits but it's not optimal for combat. Freighters are sluggish and lack the maneuverability of fighters. Even if you're strictly a trader, however, combat is almost inevitable. There are plenty of criminal factions in the Sirius Sector, and many prey on freighters. They're looking to score some easy credits by blowing your ship apart and grabbing the cargo scattered among the debris. While it would be dangerous to seek out combat in a freighter, you can defend yourself, so be prepared.

In a freighter, it's typically more advantageous to flee than to stay and fight. In fact, the freighter's many turrets reinforce this strategy. Activate *turret view* by pressing the (default) H key. In turret view, you can pan around your freighter to view incoming dangers from any quarter. The best part is, your heading doesn't change. You can continue your escape—to the nearest trade lane or base, for example—while pointing your crosshairs at incoming hostiles.

Because they have more guns, freighters can be more effective than fighters when shooting at distant targets. In fact, they can be quite formidable in lower-difficulty missions. But don't try to fly a freighter like a fighter; use its strengths to your advantage.

Just like a fighter, you can use the engine-kill technique described in "Fighters" when flying a freighter. The increased turning speed you get from engine-kill can help you live to deliver your precious cargo.

In a freighter, it's typically more advantageous to flee encounters and not risk your cargo than to stay and fight. But for story-based missions and random missions, should you choose to perform them, you can fight quite well. When playing a freighter your biggest asset is bringing the brute force firepower of your turrets to bear on your targets.

DESIGNER TIP >>>

Jun'ko Zone, King, and several—but not all—of your allies in the story-based missions are indestructible. If you're having a hard time with enemies, consider flying away from the battle to regenerate your shield strength and apply necessary nonobots or shield batteries. Don't fly too far away, however; too far and you'll lose that mission and have to reload!

—Christian "Borgib" Koerner,
The Lancers Reactor



DESIGNER TIP >>>

Especially in some of the story-based missions, combat occurs at the borders of asteroid fields. Use them to your advantage: You can zip in and out of these fields to protect yourself against missiles or hard pounding from larger enemy ships. Within the safety of the asteroid field, you can regain your shield energy, and enter the fray in a refreshed state.

—Christian "Borgib" Koerner,
The Lancers Reactor



DESIGNER TIP >>>

A thruster is important to a fighter, but it's critical to a freighter. Get the best thruster you can buy, so you can change directions more quickly and jet out of tough situations.

—Jorg Neumann,
Lead Designer



Freighters generally have the same hull strength as heavy fighter ships of the same house. Your tradeoff is giving up maneuverability for the sake of firepower. Not only does a freighter have multiple hard points for turrets, but it also has several of the type for guns and missiles as well. A freighter pilot is best advised to equip a missile launcher in at least one of these slots. Using missiles in conjunction with a pulse weapon will allow you to kill many fighters before they have a chance to inflict real damage.

Along with a missile launcher and a pulse weapon (either turret or gun) all other weapons slots should be mounted with *something*, even if the weapon is not all that good. For a freighter your best defense is a good offense, and having as many guns as possible emphasizes this point. Unlike the case of a fighter, where you try to strike a balance between equipment-level and pure firepower, you should equip a freighter as many maximum-level weapons as possible, instead of choosing guns within the optimum equipment level.

DESIGNER TIP >>>

Flying a freighter is much different than flying a fighter. Using maximum-equipment-level weapons will suck a tremendous amount of energy out of your energy reserves. To make up for this, you should not fire your weapons continuously while making the long turns that a freighter must make in combat. Use bursts of shots on enemies, and make careful use of missiles, and your freighter will be one of the most feared in the galaxy.

—Todd D. Degoni,
Mission Designer



DESIGNER TIP >>>

While turret view is extremely useful for loying mines and light combat in open areas, it is not recommended for heavy battles. While in turret view you are not able to maneuver, and your straight-line flying will make you a giant target for your enemies—as well as potentially sending you directly into objects such as asteroids.

—Todd D. Degoni,
Mission Designer



That's it. You should carefully consider all of the tips in this chapter, particularly concerning weapons selection and evasive maneuvers.


7

STORY MISSIONS 1-6 WALKTHROUGH

You are Edison Trent, a freelancer with a penchant for being in the wrong place at the wrong time. You are one of the few who survived the recent destruction of the Freeport 7 space station, but you've lost it all—your ship, your possessions, and the biggest opportunity of your life, a sweet deal you had set up with a Freeport trader named Lonnigan. You must venture into the *Freelancer* universe and begin to build a new future through trade or mission contracts. Along the way, you'll become embroiled in a galactic mystery that began with Freeport 7's untimely demise.

This chapter covers walkthroughs for the first six story-based campaign missions. Each walkthrough includes the mission's start position (the planet, base, or system where the mission officially begins); your requirements, objectives, and rewards; and battle tables that provide information on the number of enemies and their combat level. You'll also find specific battle tactics to help you survive even the toughest combat situations throughout these missions!

UNSETTLING DEVELOPMENTS



Start Point	Planet Manhattan, New York System.
Objective	Escort a convoy of food and medical supplies from Fort Bush to the mining colony on Planet Pittsburgh. The mission's commanding officer, Michael King, is waiting to rendezvous in space near the Manhattan docking ring.
Difficulty	LSF Intel has classified this mission as low-risk. Pirate attacks are considered possible.
Enemies Faced	The Order, Liberty Rogues, Weapons Platforms.
Requirements	Start of the game.
Rewards	\$2,000 for escorting convoy to Pittsburgh; \$3,500 for assisting with location and destruction of the Liberty Rogue base.
Bonus Rewards	\$750 for destroying most of the second Rogue wave.

Objective: Look for a job in the bar.

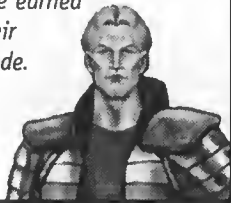
When you arrive on Manhattan, a dialog appears describing how to navigate the base. Click on the “Bar” button at the top center of the screen.

Objective: Talk to Jun’ko Zane. Meet Jun’ko Zane at the equipment dealer.

You’ll find Jun’ko Zane talking with an unknown contact inside the bar on Planet Manhattan. (The unknown man says something about “the Order taking more and more liberties and cutting into *our* profits.”) You introduce yourself to Jun’ko, better known as Juni, and explain your situation. She needs a good freelancer, and suggests a meeting at the Manhattan equipment dealer.

TIP >>>

Planet Manhattan’s ship dealer offers the Liberty Patriot Light Fighter and the Civilian Stortrocker. Both are more powerful than your Starflier—but also much more expensive! You won’t be able to afford these ships until you’ve earned some cash, but remember their location if you want to upgrade. The Liberty Rhino Freighter is also available if you want to make cargo runs!



At this point, you can choose to catch up on the news at the bar’s News Vendor or talk to some of the patrons. However, there’s not a lot you can do without a ship.

You follow Juni into the equipment dealer. Juni, who works for the Liberty Security Force (LSF), offers you work and a basic ship with no jump access—a Civilian Starflier. The assignment is easy: Baby-sit a convoy of medical supplies. You accept the mission. Juni arranges to have the Starflier moved to the launch pad. Michael King, the mission’s commanding officer, waits in space near the Manhattan docking ring.

Objective: Launch to space. Meet King in space above Planet Manhattan.

Proceed to the Manhattan landing pad and press the *Launch to Space* icon. Upon reaching space, you automatically encounter King near the Manhattan docking ring. The convoy—waiting at Fort Bush—has completed checks and is ready to be escorted.

But before your mission can even begin, catastrophe strikes again. A Rhineland cruiser, the *Donau*, is in the area, transporting Rhineland dignitary Admiral Schultzky to a meeting with Liberty’s President Jacobi. As the *Donau* docks with the Newark Space Station, unknown contacts enter the area and destroy the cruiser! (They claim to be protecting the President.) It’s The Order, and it looks like they were determined to prevent the meeting. King commands you to power up weapons and engage the hostile ships.

Objective	Destroy Hostile Ships
Enemy:Ally Ratio	5:9
Enemies	Order Attackers (Level I)
Allies	Michael King (Level I), Rhineland Escorts (Level I), Liberty Navy Reinforcements (Level I)



Target the nearest Order ship and engage. You're in a very light fighter with rudimentary weapons but you have more than enough support in the area. The Order pilots seem to know you are not much of a threat, and they concentrate their attacks on other targets. If you have trouble with the battle, maneuver nearer to the Rhineland or Liberty military reinforcements. Stick to one target at a time, and if you come under attack from multiple Order ships, use your afterburner to retreat and regroup.

Objective: Fly to the waypoint. Dock with the trade lane.

After the battle, King says it's time to rendezvous with the convoy transports near Fort Bush. King uploads a waypoint with the coordinates of the trade lane that accelerates traffic between Manhattan and Fort Bush. You must dock with the trade lane.

Mission destinations are marked by purple diamond-shaped waypoints. All waypoints also appear in your ship's *Contact List* under the *Important* filter. Select waypoints either by left-clicking on the screen—if the waypoint is offscreen, steer your ship until the waypoint appears—or left-clicking on the waypoint on your *Contact List*. Move to the waypoint using manual control or by using the *Ga Ta* maneuver in the *Neural Net* at the top of your screen.

When you get to the trade lane, select the trade-lane ring (click on any part of the ring in space). With the trade lane selected, click on the *Dock* maneuver in the *Neural Net*. Your ship's navigation computer automatically moves your ship into position and engages trade lane travel.

Objective: Enter formation with the USV *Brandt*.

After you reach Fort Bush, two transports, *USV Brandt* and *USV Champion*, greet you and King. You must enter formation with the *Brandt*. To do so, select the transport and then click on the *Formation* maneuver at the top of your screen. Your ship's navigation computer will automatically move you into position (see Figure 7.1).

The captain of the *Brandt* says that several convoys have come under attack en route to the Pittsburgh system in the last few weeks. Liberty Rogues are hiding in the debris field surrounding the planet and are attacking convoys to and from Pittsburgh. In fact, after you and King enter formation and your convoy enters the trade lane, six Liberty Rogue ships pounce on the convoy and attack. The *Brandt* and *Champion* turrets spring to life to help even the odds.



FIGURE 7.1 Your navigation computer maneuvers you into formation with the *Brandt*, but be prepared to engage attacking fighters.

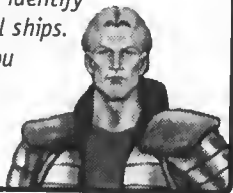
Objective	Destroy All Criminal Ships
Enemy:Ally Ratio	6:2
Enemies	Liberty Rogues (Level 1)
Allies	Michael King (Level 1), Transport Gunners (Level 1)

Objective: Re-enter formation with the USV *Brandt*. Dock with Planet Pittsburgh.

Battle the Liberty Rogue ships. When the six attackers have been destroyed, King will call for you to re-enter formation with the USV *Brandt* and the transports will begin moving toward the trade lane as ordered.

TIP >>>

The "Important" filter in the Contact List is the best way to locate and identify all the current mission-critical ships. It's the default filter when you start the game. Just click the exclamation mark button to turn this filter on.



If the battle has worn down your shields or hull, join formation as ordered. Once in formation with the *Brandt*, you automatically dock with the trade lane to Pittsburgh.

If you're feeling confident, you can stay behind and cover the transports as they make their escape. There is a bonus objective here. If you destroy three or more of the second wave of Rogues, King will award you \$750 for having ended the career of a wanted criminal.

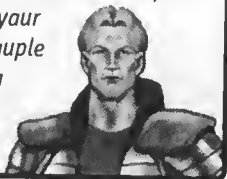
Then you will need to catch up with the convoy. If you are close to the trade lane, you will have a waypoint to it. Just fly to the waypoint and dock. If you happen to be on the wrong side of the trade lane ring, facing Manhattan, your ship will not allow you to dock. Fly to the other side of the ring and dock. If you are not close to the trade lane, the easiest route is to fly to the USV *Brandt* directly. Look for the *Brandt* in your Contact List at the bottom left corner of your screen. Click on the ship's name and then use the Go To maneuver in the Neural Net. If you can't see the *Brandt* in your Contact List, click on the exclamation mark button in the Contact List to enable the "Important" filter, and the *Brandt* will show up.

When you arrive at Pittsburgh, King will give you orders to land. To do so, select the planet's docking ring and click on the Dock maneuver in the Neural Net at the top of your screen. Should you have trouble locating the docking ring, look for a waypoint that highlights it, and then follow the waypoint.

Landing on Planet Pittsburgh advances you to Level 1 status as a pilot. The new status permits you to purchase advanced equipment and ships. You're also allowed to accept the more difficult and profitable missions that require increased piloting skills. King pays you 2,000 credits for the first part of this mission, and has another job for you: help locate the Liberty Rogue secret base and destroy it!

TIP >>>

After being paid for the first part of this mission, proceed to the Pittsburgh equipment dealer to examine his wares. You could upgrade your Justice guns to Storbears, or even purchase a missile launcher. The Starflier has a total of three gun/missile mounts, and you began with only two guns, so definitely purchase another weapon to maximize the firepower of your ship. You'll be up against a couple of weapons platforms soon, so you might consider the added firepower of missiles.



Objective: It is believed that the Liberty Rogue attack on the transports was staged from a base somewhere in the Pittsburgh debris field. Assist King in locating the criminals' base and eliminating the threat. Meet King in space above Planet Pittsburgh. Enter formation with Epsilon 1.

After exploring Pittsburgh, return to the landing pad and launch to space (see Figure 7.2). You automatically rendezvous with King as you prepare to head out from Fort Bush into the debris field to search for the Liberty Rogue base. The LSF has dispatched patrols to begin the search pattern. Hook up with Epsilon Wing by entering formation. (Select *Epsilon 1* and click on the Formation maneuver in your Neural Net at the top of the screen.) You automatically begin the search pattern—then trouble arises.

A nearby prison ship, the *XT-19*, sends a mayday—they're under attack by Liberty Rogue fighters. The prison ship is badly damaged and needs immediate assistance. Follow the designated waypoint (stay in formation) to locate the prison ship. Assist Epsilon Wing and King in the battle against the Rogue ships.

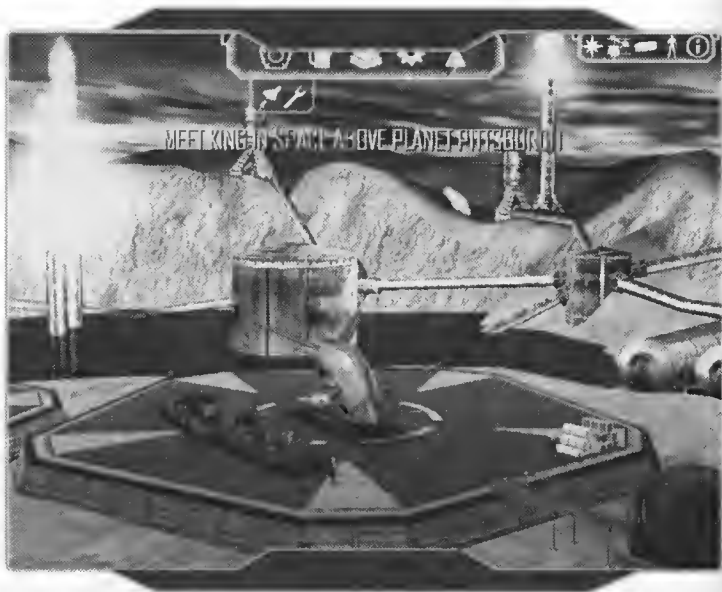


FIGURE 7.2 Take time to explore Pittsburgh, but don't forget to meet King in space for the next stage of your mission.

Objective	Destroy All Hostile Fighters.
Enemy:Ally Ratio	8:5.
Enemies	Liberty Rogues (Level 1).
Allies	Michael King (Level 1), Epsilon Wing (Level 1).

Use your afterburners to reach the prison ship and engage the closest Liberty Rogue fighter. Clear your radar of all Liberty Rogue fighters to save the *XT-19* prison ship from disaster and complete the objective.

Objective: Fly to the waypoint.

After the battle, the *XT-19* reports heavy damage, with life support lost on some decks. Epsilon Wing remains behind to protect the prison ship from further attack until repair crews can arrive. King uploads waypoint coordinates into your Neural Net—you're in the lead now.

The first waypoint is approximately 15,000 meters away so it's best to use your ship's cruise engines. Cruise engines, which are standard equipment, provide a way to get around quickly—but you cannot fire weapons when cruise engines are powering up or engaged.

Another mayday interrupts your search pattern. It's from the LSF fighter *Beta 4*. The ship is fleeing from the debris field, pursued by several hostile fighters.

Objective	Destroy All Hostile Fighters
Enemy:Ally Ratio	5:2
Enemies	Liberty Rogues (Level 1)
Allies	Michael King (Level 1), Crippled LSF <i>Beta 4</i> (Level 1)

Objective: Resume course to the waypoint. Destroy the weapon platforms near the pirate base.

The LSF pilot says the other ships in his wing were destroyed in a nearby particle cloud, leading King to believe that this could be the site of the hidden Liberty Rogue base. He orders you to fly to the spot where Beta 4 was attacked and requests assistance in the attack. The LSF sends wings of fighters (Alpha Wing) to battle the Rogue ships and torpedo bombers (Delta Wing) to annihilate the base. As you approach the waypoint, a group of Rogue fighters buzzes by, guns firing, and cruises off into the cloud. Clearly you are on to something.

King spots the base and the cloud parts to reveal the Rogues' hidden den! King orders you to tackle the two weapon platforms that protect the pirate base. If they are destroyed, Delta Wing can attack with impunity.



Objective	Destroy Weapon Platforms
Enemy:Ally Ratio	10:5
Enemies	Liberty Rogues (Level I), Rogue Weapon Platforms, Rogue Base
Allies	Michael King (Level I), LSF Alpha Wing (Level I)

The weapon platforms are stationary, easy targets, but boast much more powerful weaponry than the Rogue fighters. If the Rogue ships are pummeling you, move away from the weapon platforms and eliminate a couple of Rogues before concentrating fire on the platforms. Pick one platform at a time and attack it from the outside. Stay out of the killing zone near the base, where the two platforms and the base turrets can all hit you.

Approach the platforms and hold your targeting reticle steady (see Figure 7.3). Maintain constant firepower on the platform (using missiles if you have them). Alternate pressing down the Strafe Left and Strafe Right keys during your runs - this will help you evade the platform's powerful shots. As you come under fire from its weaponry, use your ship's afterburner to turn away from the platform and make yourself a difficult target. Don't retreat on a straight course; it will be hard to avoid the platform's energy blasts.

Destroy both weapon platforms to clear the way for Delta Wing and its torpedoes. Once Delta Wing's torpedo volley destroys the pirate base, King will ask you to help mop up the remaining criminals in the area if there are any. With Alpha and Delta wings helping out, the Rogues will be decimated quickly. Return to Planet Pittsburgh at cruise speed to conclude the mission.

King will leave the area to take on another mission, and Juni will send you a communication congratulating you and telling you that the LSF will not need you for a little while. You can explore and take on some freelance missions or trade goods. However, you do not have authorization to use any of the jump gates to other solar systems.



FIGURE 7.3 Visibility is extremely poor in the debris cloud. Approach the weapon platform carefully and be ready to make a hasty retreat.

MEETING STORY MISSION REQUIREMENTS

Freelancer is the universe of opportunity. Between these story missions, you're often left alone to go about your own business. You can explore the universe, visit nearby or distant planets and bases, and even chat with a world's diverse population. You're also free to earn credits as you see fit. You can pilot a fighter and accept combat contracts from the job boards located in each planet or base bar. Speak to bar patrons as some of them offer paying jobs as well. Then again, you may choose to live the life of a trader. Purchase a freighter and partake in the commodity trade—buy low and sell high!

To activate a story mission, you often need to earn a fixed amount of credits. It doesn't matter what your current net worth is (check the Ployer Status screen at any time to check your net worth), you must still earn the extra amount of credits revealed in the table accompanying each mission walkthrough to activate the particular mission. For more on accepting combat contracts, check out Chapter 9, "Random Mission Strategies." For more on being a trader, head over to Chapter 3, "Commodities, Trade, and Mining."

HUNT DOWN ASHCROFT

Start Point	Planet Manhattan, New York System.
Objective	Capture Artifact Smuggler. The LSF has received information that a wanted criminal, Sean Ashcroft, is attempting to move a shipment of illegal alien artifacts to the New York System.
Difficulty	LSF Intel has classified this mission moderate risk. Ashcroft will have strong defensive capabilities.
Enemies Faced	Liberty Rogues.
Requirements	+\$3,500 earned since completing Unsettling Developments.
Rewards	\$5,000.
Bonus Rewards	Access Codes to All Liberty Jump Gates.

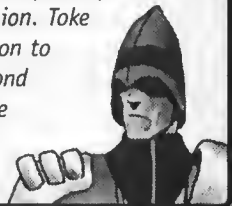
Objective: Meet Juni in the Manhattan bar. Meet King in space near Manhattan.

Once you can meet the mission requirements, Juni contacts you and uploads a waypoint to Planet Manhattan. Follow the waypoint back to the planet and use the docking ring to land on the surface. Enter the bar and speak with Juni to receive your mission objective.

Liberty monitors the alien-artifact trade, and the LSF has a line on a smuggler who's been moving artifacts in and out of Liberty space. The smuggler, Sean Ashcroft, has been under investigation for a while. He plans to move a shipment to New York through the Colorado jump gate. Orders are to capture Sean Ashcroft alive and bring him in for investigation. Juni outfits your ship with a scanner and a tractor beam. Along with the payment, she promises a bonus if you're successful: the access codes to all of Liberty's jump gates.

WARNING >>>

You'll have no chance to make a pit stop during the course of this mission. Take time while you're on Manhattan to stock up on missiles, mines, and countermeasures, and to make any necessary repairs or upgrades.



Return to the landing pad, where you bump into your old “friend” Lonnigan, who has escaped from Manhattan Medical. Lonnigan seems extremely paranoid, saying “They want us all dead!” and babbling on about Freeport 7. Two Liberty guards show up. They shoot Lonnigan with a smart gun and disable you with a stun baton. The next thing you know, Juni is rustling you awake—it’s time to meet King in space and resume the mission. Launch into space.

Objective: Dock with the trade lane. Take the jump gate to the Colorado system.

Select the trade lane that moves between Planet Manhattan and Fort Bush. Dock with the trade lane. After reaching Fort Bush, dock with the trade lane that moves between Fort Bush and the Colorado Jump Gate. In response to the attack on Admiral Schultzky, the Liberty Navy has moved heavy battleships to all jump gates. When you reach the Colorado gate, you’re scanned by the Battleship *Unity*. Dock with the jump gate to leave the New York system and enter Colorado space.



UPGRADING YOUR SHIP

Freelancer is the universe of possibility. You decide how best to spend your hard earned credits. There's no right or wrong—but one thing is far certain. You must upgrade your ship in order to survive. Story and random missions become progressively harder as you progress through the game. The Civilion Starflier donated by Juni won't cut it for long. Explore the universe and check each planet or boses's ship dealer (if one exists) to see what they have to offer. Check Chapter 1, "Star Systems, Planets, and Boses," to see what ship(s) each planet and base offers. Head over to Chapter 4 to see where to find each fighter and freighter in Freelancer. Throughout these story mission walkthroughs, we'll point out particular planets and bases that offer new fighters and freighters and suggest on appropriate upgrade.

Objective: Fly to the waypoint. Start scanning nearby ships.

Upon reaching the Colorado system, King orders you to take up position near the trade lane. It's a designated waypoint; simply select the waypoint and use the Go To maneuver to reach the position. Cut your ship's engines to maintain a stationary position. Juni radios in—Ashcroft may be on the way and headed straight for your position. You must scan every ship that comes within range.

To scan a ship, target the ship by left-clicking on the ship or by using the Contact List (under the Important filter) in the lower-left corner of your heads-up display. Then click on the *Scan Carga* icon in the lower left corner.

A convoy—two transports and an escort fighter—soon arrives. Target the fighter and scan the vessel. There are artifacts in its cargo hold!

Objective: Disable enemies' engines. Stand down from combat.

This isn't a difficult combat scenario—it's you and King against a single ship. Shoot the hostile vessel with your guns, missiles, or turrets until its engines are disabled. King is preparing to arrest Sean Ashcroft when it's discovered that the ship's pilot isn't Ashcroft! It's just a poor sap named Cosmo Van Nostrom. King orders you to stand down from combat.

Juni contacts you. A trap that the LSF had set up near Pueblo Station has failed: Ashcroft managed to break through the blockade, and now contact with Pueblo has been lost.

Objective: Fly to Pueblo Station. Help Defend Pueblo Station.

A waypoint is uploaded to your Neural Net. Dock with the trade lane designated *New York Jump Gate to Pueblo Station*. Proceed along the trade lane until you reach Pueblo Station, which is under attack from six Liberty Rogues (see Figure 7.4). It's up to you and King to eliminate them and save the station.

Objective	Defend Pueblo Station
Enemy:Ally Ratio	3:1
Enemies	Liberty Rogues (Level 2)
Allies	Michael King (Level 2)



TIP >>>

Juni upgrades your ship with a tractor beam for this mission. You'll use the device to capture Sean Ashcroft but it should also be used to gather loot from destroyed ships. Before leaving a battle scene, select the Loot filter on your Contact List and use the tractor beam to capture any useful loot in the area. Even if you don't need the items, you can sell them at the nearest base.



You and King are outnumbered three to one. Use missiles (if you have them) to whittle down the Rogue numbers so you aren't pounded from all sides while attempting to corner one hostile ship. You must eliminate all six Liberty Rogue vessels to save Pueblo Station and receive the next mission objective.



FIGURE 7.4 Liberty Rogues attack Pueblo Station! Help King defend the station.

Objective: Hunt down Ashcroft. Destroy enemy Rogues.

Sean Ashcroft wasn't among the Liberty Rogues but Pueblo Station informs you that they marked one of Ashcroft's ships. It's headed into the Silverton Debris Field. Select the waypoint that's been uploaded to your Neural Net and use the Go To maneuver to proceed toward the designated position. Juni orders additional fighter wing support to assist in the pursuit.

When you reach the waypoint, you're ordered to ignore the transports. There's also a weapons platform in the area to avoid (though you could also destroy it). There's no sign of Ashcroft, but you're ordered to engage the enemy Rogues.


Objective	Destroy Rogues
Enemy:Ally Ratio	2:1
Enemies	Liberty Rogues (Level 2)
Allies	Michael King (Level 2), Navy Patrol Zeta (Level 2)



You must destroy four of the Liberty Rogues to receive your next objective. King spots Ashcroft fleeing the base. Ashcroft engages cruise engines and King attempts to stop him with a Wasp missile, to no avail.

Objective: Follow Ashcroft. Destroy Ashcroft's ship. Tractor in Ashcroft's lifepod.

King uploads a waypoint to your Neural Net. Select it quickly and use the Go To maneuver to activate cruise engines and pursue. Follow Ashcroft at cruise speed. When King reaches approximately 4,000 meters from the waypoint, he detects a disturbance—possibly a jump hole—so you must work quickly. Waiting at the waypoint are Sean Ashcroft and four Rogue fighters.



Objective	Destroy Ashcroft's ship
Enemy:Ally Ratio	2:1
Enemies	Liberty Rogues (Level 2), Sean Ashcroft (Level 2)
Allies	Michael King (Level 2), Navy Patrol Zeta (Level 2)

TIP >>>

You recover Sean Ashcroft in a mining zone. You can mine the ore for commodities as you proceed toward the next waypoint then sell anything you recover at the next planet or base.



You don't need to engage Sean Ashcroft's ship immediately. In fact, it's better if you leave it for last, because once Ashcroft's ship is destroyed, he ejects in his lifepod, which you must retrieve within a couple of minutes or the mission fails. Target the other Liberty Rogue ships first, then tackle Ashcroft.


Once he's destroyed, target his lifepod by selecting it in your Contact List. Maneuver within 1,500 meters of his lifepod and activate the tractor beam to retrieve the pod. Scour the Rogue ship debris for other loot before resuming the mission. It's time to deliver Ashcroft to Juni. Back to New York!

Objective: Fly to the New York Jump Gate. Take the jump gate to the New York system. Dock with the trade lane.

Proceed from your position to the New York Jump Gate by following the waypoints. Once there, dock with the New York Jump Gate to return to the New York system. Upon arrival, the Battleship *Unity* scans your vessels. Juni announces a change of plans. Instead of returning to Manhattan, you must proceed to the Battleship *Missouri*; Juni plans to interrogate Ashcroft there. Dock with the nearby trade lane designated *Colorado Jump Gate to Fort Bush*.

Objective: Destroy enemy Rogues. Dock with the trade lane. Fly to the Battleship *Missouri*. Dock with the Battleship *Missouri*.

As you reach Fort Bush, another squad of Liberty Rogues launches a surprise attack. It's a daring assault so close to Fort Bush—in fact, the military installation launches a couple of fighter wings to assist you and King against the Rogues. Perhaps those Rogues are *too* daring!



Objective	Destroy Rogue Ships
Enemy:Ally Ratio	2:1
Enemies	Liberty Rogues (Level 2)
Allies	Michael King (Level 2), Fort Bush Fighter Wings (Level 2)

Stick close to Fort Bush during the battle and remain near your fighter support. The mission ends soon and you'll be able to dock and resupply, so don't hesitate to expend missiles, nanobots, or shield batteries to stay alive. After you eliminate the Rogues, new orders arrive to dock with the trade lane marked *Fort Bush to Norfolk Shipyard*.

TIP >>>

Check the Battleship Missouri's ship dealer—he's selling a Liberty Heavy Fighter called the Defender. If you've got the credits, it's a worthwhile upgrade that will give you the added gun mounts, turret mounts, and armor you'll need to survive more difficult encounters.



FIGURE 7.5 Follow the waypoints to the Battleship Missouri to meet up with Juni.

You'll find the Battleship *Missouri* near the Norfolk Shipyard. King leaves to assist a convoy near Pittsburgh, and Juni awaits your arrival on the *Missouri* (see Figure 7.5). Dock with the battleship to conclude the mission.

Upon your delivery of Ashcroft, Juni gives you your pay as well as the access codes to the Liberty jump gates, and an additional bonus in credits. Juni hopes the interrogation of Ashcroft will provide vital information about the smuggling ring.

EXPOSE THE TRAITOR

Start Point	Planet Manhattan, New York System.
Objective	Escort a Convoy from the Magellan Gate. Transports are carrying alien artifacts to be studied by LSF scientists on Willard.
Difficulty	LSF Intel has classified this mission as a high risk. Attacks on the convoy are considered very likely.
Enemies Faced	Liberty Rogues; Outcasts; Rheinland Valkyries, Gunships, Heavy Fighters, and Bombers.
Requirements	+\$5,200 earned since completing Hunt Down Ashcroft
Rewards	\$6,000 total.
Bonus Rewards	N/A.

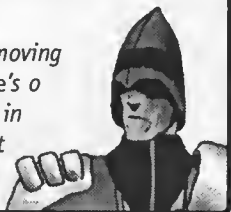


Objective: Meet Juni on Planet Manhattan.

When you've met the mission requirements, Juni contacts you from the New York system and requests a meeting on Manhattan. Return to the New York system. Dock with the Manhattan docking ring to land on the planet.

WARNING >>>

Be prepared for a tough battle when moving through the trade lanes. There's a heavy Liberty Rogue presence in the area and they're likely not too fond of you!



Again you spot Lonnigan at the Manhattan launch pad—he must be drawn to the place—and this time he brandishes a gun! He says he just killed a man, and again seems to be babbling about Freeport 7 and Zone 21. After the strange encounter, you enter the Manhattan bar to learn that Juni isn't there—she left a message with the bartender saying to meet her on the terraforming station on California Minor. It's just a jump gate away, then follow the trade lanes to the icy desert planet.

Objective: Meet Juni in the bar on Planet California Minor.

Return to the launch pad and launch into space. Select the trade lane designated *Planet Monhotton to West Point Military Academy*. Dock with the trade lane and reach West Point. Locate the next trade lane, marked *West Point Military Academy to Colifornia Jump Gate*. Dock with the jump gate to leave the New York system and enter California space.

A ship contacts you as you enter the California system. The pilot, Brandon Rowlett, claims to be a survivor of Freeport 7! He asks you to meet him on Los Angeles. But before he can elaborate, ships of the Liberty Navy arrive and destroy his ship. You could avenge his death by attacking the Liberty Navy fighters, but it's not recommended—these fighters are well-equipped, and you're outnumbered without assistance. Continue on course to meet Juni on California Minor (see Figure 7.6).

Select and dock with the trade lane designated *New York Jump Gate to Planet Mojave*. After reaching Mojave, dock with the trade lane marked *Planet Mojave to Colifornia Minor*. Use the California Minor docking ring and land. Proceed to the bar to meet Juni and receive your primary mission objective.



FIGURE 7.6 Land on California Minor and proceed into the bar to find Juni.

TIP >>>

You'll soon face a challenging battle. Take the opportunity on California Minor to complete ship repairs and stock up on ammunition. You should also search for any weapon upgrades before disembarking for the Mogellon Gate. And don't forget to visit the planet's ship dealer—he sells the Liberty Patriot Light Fighter, if you're looking for a change.



Objective: Meet Juni in space above Planet California Minor. Take the trade lane to the San Diego Border Station.

During his interrogation, Sean Ashcroft claimed there was a traitor in the ranks of the LSF. Orders are to escort a convoy carrying alien artifacts from the Magellan system to a secret naval research lab in the California system. Only a few people will know about the convoy and its cargo, so if it's attacked, it will prove either that there's really a traitor within the LSF or that the Liberty Navy is helping the artifact smugglers.

Return to the launch pad and launch to space to meet Juni above California Minor. You must rendezvous with the convoy near the San Diego Border Station. Locate and select the trade lane designated *Planet California Minar to Magellan Jump Gate*. Dock with the trade lane and proceed to the Magellan gate.

You automatically make contact with the San Diego Border Station, which informs you that the convoy has already left and you should meet up with it en route to the Barrera Passage; the Border Station uploads a waypoint into your Neural Net.

Objective: Fly to the transport convoy. Meet up with the convoy.

Select the waypoint and use the Go To maneuver to activate cruise engines and rendezvous with the waiting transport convoy. You automatically make contact upon arrival.

Objective: Fly to the NavBuoy. Head to the entrance of the Barrera Passage.

Use the Formation maneuver and enter formation with one of the transports. It's not mandatory at this point but you're encouraged to do so. You'll automatically cruise to the NavBuoy marking the entrance to the tight Barrera Passage. The passage, built by the naval Corps of Engineers, is basically a tube-shaped clearing through a dense ice-asteroid field.

Objective: Escort the transport convoy to the first buoy. Escort the transport convoy to the second buoy. Escort the transport convoy to the third buoy.

A series of buoys have been erected by the Liberty Navy to ease navigation through the small passage. The buoys lead you directly to Research Station *Willard*. Remain in formation with the transport convoy and you'll automatically maneuver to each buoy in turn. The first two buoys pass without incident, but there's an abandoned supply depot near the third buoy that makes a perfect ambush point.

The transport leader strikes a mine near the abandoned supply depot, and a squad of Outcasts immediately jumps the convoy.

Objective	Defend Transport Convoy
Enemy:Ally Ratio	4:3
Enemies	Outcast Fighters (Level 3)
Allies	Juni (Level 3). Transport Leader (Level 3). Transport 2 (Level 3). Gamma Wing (Level 3)

San Diego dispatches Gamma Wing to assist in your defense. The Outcasts are a formidable squad, and the fragile transports make the battle even more challenging. You're nearing Station *Willard*, so don't hesitate to use plenty of missiles and mines to combat the Outcasts. You should also expend nanobots and shield batteries as needed to survive the battle with minimal damage. Monitor the armor of the transport that struck the mine, and try to fight off any Outcast vessel targeting the transport.

Objective: Escort the transport convoy to the fourth buoy. Escort the transport convoy to Research Station *Willard*. Dock with Research Station *Willard*.

Re-enter formation with the transport convoy and resume course. Research Station *Willard* lies just beyond the fourth buoy (see Figure 7.7). Follow the transports to the next waypoint to reach the station, a huge ice planetoid—a station virtually carved into the side of a hunk of rock.

Juni plans to land on the station and make contact with her LSF superiors—it's obvious now that there's a traitor inside the Liberty Navy. Select Station *Willard* and perform the Dock maneuver to land on the station.

Take the time to enter the equipment dealer's shop on the station. It's always wise to seize any opportunity to repair your ship and replenish your supplies of missiles, mines, countermeasures, nanobots, and shield batteries. You might also look through the dealer's inventory for possible upgrades.



FIGURE 7.7 Escort the convoy to each buoy—you'll discover Research Station *Willard* just beyond the fourth.

Objective: Meet Juni in space outside Research Station *Willard*. Fly to Planet California Minor.

When ready, return to the launch pad and launch to space to meet Juni off Station *Willard*. Juni greets you with some terrible news. Her commanding officer at the LSF has been placed under arrest for treason—and all her friends at the LSF have disappeared! She uploads a waypoint back to California Minor when additional bad news arrives—in the form of a wing of Rheinland Valkyrie fighters on an attack course!

Objective	Destroy Valkyries
Enemy:Ally Ratio	3:2
Enemies	Rheinland Valkyries (Level 3)
Allies	Juni (Level 3)

Eliminate the Valkyries. After you have destroyed the hostile fighters, Juni suggests visiting Marcus Walker, the captain of a Liberty Navy cruiser. He might be able to provide information on what's going on between Liberty and Rheinland. Resume course to California Minor.

Objective: Dock with Planet California Minor. Meet Juni in the bar. Meet Juni and Walker in space above Planet California Minor.

Upon reaching California Minor, use the docking ring to land on the planet's surface. Proceed to the bar and meet up with Juni and her contact, Marcus Walker. He's agreed to help—he's always eager to help out the Liberty Security Force.

Before proceeding, take time to visit the equipment dealer and purchase possible upgrades to weapons or equipment. You should also replenish your supplies of missiles and mines, and your stash of nanobots and shield batteries. The Valkyrie fight took its toll, a big battle awaits, and you'll need all the firepower (and defense) you can muster. When you're finished, return to the launch pad and proceed into space to meet Juni and Walker.

Objective: Fly to Walker. Fly to Research Station Willard.

Marcus Walker and his Liberty Navy cruisers are standing by on the far side of California Minor. Select Walker's cruiser from your Contact List (or your current waypoint, which is his vessel) and use the Go To maneuver to approach his vessel. You also can use the Formation maneuver to enter formation with Walker's cruiser and the rest of the small fleet once you approach within 10,000 meters.

King radios your group and confirms Juni's story—there's been a major shakeup in the ranks at the LSF. Walker chimes in on a secure channel: the high command has ordered his cruisers back to space dock for inspection. At the same moment, Juni picks up a mayday signal from Research Station *Willard*. Walker ignores his orders and joins your group in proceeding to the station (see Figure 7.8), which already is under attack when you arrive.

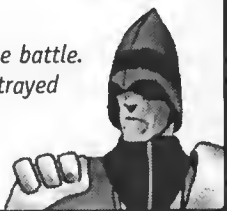


FIGURE 7.8 Marcus Walker, in his Liberty Navy cruiser, decides to join your defense of Research Station *Willard*.

Objective	Destroy Rheinland Pirates
Enemy:Ally Ratio	1:1
Enemies	Rheinland Gunships (Level 3), Heavy Fighters (Level 3), and Bombers (Level 3)
Allies	Juni (Level 3), Walker (Level 3), <i>Ohio</i> (Level 3), <i>Alabama</i> (Level 3), Liberty Navy Heavy Fighters (Level 3), Battleship <i>Harmony</i> (Level 20), Research Station <i>Willard</i>

WARNING >>>

Marcus Walker must survive the battle. Should Walker's cruiser be destroyed in the fight, the mission, and the game, ends in failure.




This is a monumental battle and quite difficult if you aren't well-equipped with nanobots, shield batteries, and an assortment of missiles. There are three Rheinland gunships in the area, and Juni orders you against them first. The gunships pose a threat to the naval cruisers and the Battleship *Harmony*. Target the gunships immediately; ignore the heavy fighters. Fire a volley of missiles at the nearest gunship and pepper the slow enemy vessel with your gun and turret weaponry.

Rheinland bombers arrive within minutes of the battle's start. Juni orders you to intercept them. Like the gunships, the three bombers pose a significant threat to Walker and his support cruisers. Target the nearest bombers as they arrive, and use your missiles (as well as guns and turrets) to eliminate them. After all bombers are destroyed, return your focus to the gunships and finally to the Rheinland heavy fighters.

The mission concludes once all the attackers are destroyed. Juni sends you your pay and suggests earning some credits. Before leaving the area, make a quick pit stop back on Research Station *Willard* to repair your ship and replenish your supplies and ammunition.

ESCAPE FROM NEW YORK



Start Point	Planet Manhattan, New York System.
Objective	Follow Juni to California System to Find Walker. The last known location of Walker's ship was near California Minor.
Difficulty	Since this is not an official LSF mission, there is no LSF intel available.
Enemies Faced	Liberty Navy, Bounty Hunters, Rheinland Valkyries.
Requirements	+\$7,000 earned since Expose the Traitor.
Rewards	\$7,000.
Bonus Rewards	Tobias gives his life savings of \$18,000 to you so you can upgrade your ship.

Objective: Meet Juni on Planet Manhattan.

Juni makes contact after you've met the mission requirements. She waits for your arrival on Planet Manhattan. Waypoints from your current location to the New York system and Planet Manhattan are automatically uploaded to your Neural Net.

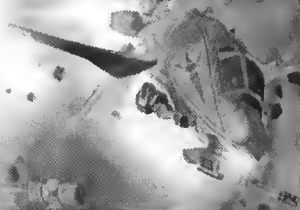
Upon reaching Manhattan, use the docking ring to land on the planet. Juni has disturbing news: Ashcroft is missing. He was on a Liberty dreadnought under heavy guard, but still managed to escape. Worse yet, Walker is also missing. He was last seen in the California system at California Minor.

You're under attack often in this mission: use your time on Manhattan to repair your ship and replenish its ammunition and supplies. Be conservative with your shield batteries and nanobots, as well as your munitions, as you won't get the chance to repair and rearm. After the tough fight with the Rheinlanders, you're likely low on missiles, nanobots, and shield batteries. If you've got the credits, consider a weapon or shield upgrade as well. When ready, meet Juni in space above Planet Manhattan. Go to the launch pad and launch to space.

Objective: Something has gone terribly wrong and now you and Juni must escape Liberty alive.

Things go bad immediately upon your launch from Manhattan. The Liberty Navy—some officers of which you already suspect of working with smugglers—surrounds the Manhattan docking ring. They order you and Juni to stand down. Juni attempts an escape maneuver through the nearest trade lane, only to find it blocked by the Battleship *Unity*. Prepare for battle!

Objective	Defend Yourself
Enemy:Ally Ratio	4:1
Enemies	Liberty Navy Fighters (Level 4), Liberty Navy Cruiser <i>Twilight</i> (Level 10), Liberty Navy Cruiser <i>Rampart</i> (Level 10), Liberty Navy Battleship <i>Unity</i> (Level 20)
Allies	Juni (Level 4), King (Level 4), Lambda Wing (Level 4), Walker (Level 10)



The odds are insurmountable at the battle's onset. In fact, Juni almost concedes. Don't panic, and certainly don't begin to use your missiles, nanobots, or shield batteries—you'll need them all later in the mission. The best way to survive during this section is to put your ship into cruise and avoid the hordes of attacking Liberty ships. Help is on the way.

Just as you lose hope, Walker and King arrive along with a squad of fighters, designated Lambda Wing. Walker, now officially a rebel, closes in on the *Unity* and destroys it! (See Figure 7.9.) Meanwhile, you should be content to contend with a plethora of naval fighters. Steer clear of the enemy cruisers. You won't be fighting the entire enemy battle group; once Walker destroys the *Unity*, a new objective appears.

Objective: Dock with the trade lane.

Juni suggests fleeing to the Badlands. She knows a safe hiding place there. Dock with the trade lane marked *Planet Monhotton to West Point Military Academy*. Unfortunately, the military-run West Point will be swarming with more fighters for you to contend with. Move quickly to the trade lane and dock as quickly as possible. Activate cruise engines and point your ship toward the appropriate trade lane. Don't use the dock maneuver until your ship is right in front of the trade lane. Docking slows down your vessel and exposes you as an easy target against these fighters.

As expected, fighters await your arrival at West Point, and the longer you hang around, the more enemies arrive. Locate the trade lane marked *West Point Military Academy to Ithoco Research Station*. Dock with the trade lane quickly; fighters *Lomdo 4* and *Lomdo 5* break off from your group to hold off the naval fighters so you can reach the Badlands.



FIGURE 7.9 Walker obliterates the Liberty Navy Battleship *Unity* and clears you a path to the trade lane.

Objective: Fly to the waypoint. Fly to Benford Research Station. Dock with Benford Research Station.

The Badlands are dense and visibility is poor. Juni uploads a set of coordinates to your Neural Net. Follow these markers as they guide you through the treacherous Badlands. Juni automatically makes contact with a friend, Van Pelt, at Benford Research Station. Fly to the station and dock once you're within range.

Van Pelt reports that all the secure channels are abuzz with activity regarding you and Juni. As you speak with Van Pelt, a new report comes over the airwaves directed at all bounty hunters—and there's a picture of you and Juni! Van Pelt and Juni take a moment to examine the alien artifact. As they do, a Liberty patrol arrives and begins firing on Benford Research Station.



Objective	Defend Benford Research Station.
Enemy:Ally Ratio	4:1
Enemies	Liberty Navy (Level 4), Liberty Navy Cruiser <i>Freedom</i> (Level 10), Liberty Navy Cruiser <i>Justice</i> (Level 10), Liberty Navy Cruiser <i>Victory</i> (Level 10)
Allies	Juni (Level 4), Benford Research Station (N/A)

This is another battle against tremendous odds. Hold off the Navy fighters until another objective appears. The Liberty Navy sends in additional cruisers and destroys *Benford* Research Station within seconds. The trick for you is to survive long enough to make your escape, without using much of your ammunition, nanobots, or shield batteries (if possible), because another battle awaits before you'll have a chance to dock and resupply.

Objective: Fly to the Magellan jump gate. Take the jump gate to the Magellan system. Fly to Freeport 4.

Van Pelt mentioned a seldom-used jump gate nearby. When the waypoint appears, select the waypoint and use the Go To maneuver to activate cruise engines and speed toward the jump gate—it takes you to the Magellan system. Ignore the chaos behind you and dock with the jump gate upon arrival. After reaching the Magellan system, select the waypoint and begin flying toward Freeport 4. You aren't far into the Magellan system when a new danger arrives—bounty hunters!



Objective	Destroy the Bounty Hunters!
Enemy:Ally Ratio	4:1
Enemies	Bounty Hunter Piranhas (Level 4)
Allies	Juni (Level 4), Lane Hacker Daggers (Level 4)

The Bounty Hunters are vicious, but help arrives shortly. You will be able to dock with a base after the battle; don't hesitate to use all ammunition and equipment to survive the early stages of the battle. The *Lane Hackers*, an unexpected ally in the Magellan system, arrive to assist you and Juni against the Bounty Hunters. After eliminating all of the Bounty Hunters, the Lane Hackers upload base coordinates to your Neural Net.



FIGURE 7.10 Follow your new friends, the Lane Hackers, to their base on Mactan.

Objective: With Liberty behind you, the only place left to go is home. Go meet back up with your old friend Tobias on Planet Leeds.

Since you left Planet Manhattan on this mission, no one has left you alone: First it was the Liberty Navy, then the Bounty Hunters. Now the Rheinlanders rejoin the fray. Fortunately, you'll have the assistance of the Lane Hackers in the fight against the Rheinlanders.

The combined efforts of you, Juni, and the Lane Hackers should overpower the Rheinland vessels. This is the last battle (apart from any random encounters) before you dock at Planet Leeds, so use your ammunition and equipment to eliminate the Rheinland ships quickly.

Objective: Fly to Mactan Base. Dock with Mactan Base then meet Juni in space above the Mactan Base.

The Lane Hackers escort you back to their home, Mactan Base. It's located in the middle of an ice field. Ironically, the Bounty Hunters' attack saved you from something even worse than themselves: Freeport 4 is under heavy Liberty Navy garrison.

Follow the waypoint to the Mactan Base (see Figure 7.10). Activate the Dock maneuver to land on the base. Take the opportunity to administer ship repairs and replenish your ammunition and supplies. You know there'll be another battle. When you're ready, return to the launch pad and launch into space to meet Juni.

TIP >>>

Mocton Bose does have a ship dealer, but he's not selling fighters. You'll find the Border Worlds Dromedary Freighter for sale here. Depending on your current vessel, it may be a worthwhile change and you can start earning credits with the commodity trade. You'll also be able to get a freighter on Leeds or Combridge later in the game.



Objective	Destroy Rheinland Assault Wing
Enemy:Ally Ratio	1:1
Enemies	Rheinland Navy Valkyries (Level 4)
Allies	Juni (Level 4). Lane Hacker Daggers (Level 4)




Objective: Fly to the Leeds jump hole. Take the jump hole to the Leeds system. Fly to and dock with Planet Leeds. Meet Tobias in the Leeds equipment shop.

Juni cruises to the New London system to gather information. She suggests you lay low, take on a few jobs, and try to get a new ship. You'll head to the Leeds system and look up a friend, Tobias. Fly to the Leeds jump hole and "dock with" the jump hole to enter the system. Continue to Leeds and use the docking ring to land on the planet. Once there, head into the equipment dealer to locate Tobias.

Tobias is an old friend and mentor and helps you out in a pinch. You've likely spent credits liberally on repairs, ammunition, and defenses throughout this mission. Fortunately, Tobias has some money saved up and he's willing to lend it to you. He also suggests visiting New London's ship dealer and spending your newfound wealth on a better ship. Doing so will also help you survive better in space—the Bounty Hunters are tracking your ship and will attack you mercilessly if they spot you in space. But if you buy a new ship on New London, they will lose your scent!

FIND DR. SINCLAIR



Start Point	Planet Cambridge, Cambridge System.
Objective	Juni has a lead that might shed some light on the whereabouts of Professor Quintaine. He's the key to learning more about the alien artifact.
Difficulty	Since this is not an official LSF mission, no LSF Intel is available.
Enemies Faced	Rheinland Heavy Fighters and Gunboats.
Requirements	+\$10,000 earned since Escape from New York.
Rewards	Valuable Information about the Mysterious Artifact.
Bonus Rewards	\$9,000.

Objective: Meet Juni in the bar on Planet Cambridge.

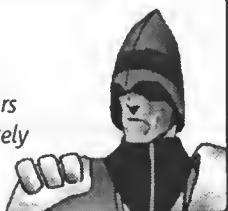
Juni makes contact after you've met the mission requirements. She's currently on Planet Cambridge in the Cambridge system. Waypoints from your current location to Cambridge are automatically uploaded into your Neural Net. You'll likely take a trip through the New London system. Proceed from the Leeds Jump Gate to the Southampton Shipyard. From there, continue on to the Kensington Shipping Platform and finally to the Cambridge Jump Gate.

Dock at Cambridge and enter the bar to find Juni. She mentions that Dr. Quintaine, a leading expert in Xenoarcheology, has disappeared. Unlike other survivors of Freeport 7, however, Quintaine has left a trail. Juni meets with Mr. Vance, a pilot who works with Dr. Quintaine, and seeks information on his whereabouts.

Instead, Mr. Vance provides a lead on an associate of Quintaine's, Dr. Sinclair. The lead will take you and Juni to planet Sprague—and it looks like the Rheinlanders have the lead in getting there first.

WARNING >>>

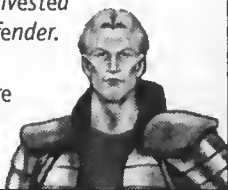
Be ready for a fight near the Southampton Shipyard. Junkers hang out there, and you're likely on their hit list!



TIP >>>

On both Leeds and Cambridge the same ships are available: the Bretonia Cavalier Light Fighter, the Bounty Hunter Piranha Light Fighter, and the Bretonio Clydesdale Freighter. The Pironho is more affordable, but carries less armor than the Covolier. Both fighters are a step up from your Liberty Defender, however. Make the change unless you have invested in shield upgrades for the Defender.

Then again you may want to purchase the freighter if you're eager to earn profits from cargo runs.



Objective: Meet Juni in space above Planet Cambridge. Dock with the trade lane. Take the jump gate to the Omega-3 System.

Before launching to space, be sure to make any necessary repairs and equipment changes on your ship. If you're looking to upgrade your ship, check the ship dealer on Cambridge. His inventory is similar to that of the dealer on New London, the one suggested by Tobias. When ready, head to the launch pad and meet Juni in space above Cambridge.

Dock with the trade lane marked *Planet Cambridge to Battleship Norfolk*. When you arrive at the Battleship Norfolk, the commander warns of increased tension between Rheinland and Bretonia. Dock with the trade lane designated *Battleship Norfolk to Omega-3 Jump Gate*. Upon exiting the trade lane, dock with the jump gate to enter the Omega-3 system.

Objective: Dock with the trade lane. Fly to Planet Sprague.

Sprague is a small planet with no trade lane connections. Juni suggests using a trade lane to fly to Freeport 1, then heading through open space to reach Sprague. Dock with the trade lane marked *Cambridge Jump Gate to Freeport 1*. As you near Freeport 1, its commander warns you that Rheinland ships have set up a blockade in Omega 7 (see Figure 7.11).

It's an uneventful trip to Sprague until you and Juni approach the planet. Cloaked Rheinland heavy fighters lay in wait near the Sprague docking ring.

Your investment in ammunition on Cambridge pays dividends against these Rheinland fighters. Destroy all enemy ships to receive your next objective.



FIGURE 7.11 The Freeport 1 commander warns of a Rheinland blockade.

Objective	Destroy Rheinland Fighters
Enemy:Ally Ratio	4:2
Enemies	Rheinland Heavy Fighters (Level 5)
Allies	Juni (Level 5)

Objective: Dock with Planet Sprague.

Orders are to dock with Planet Sprague and search for Dr. Sinclair. With luck, Sinclair's dig site will still be there—and with more luck, the Rheinlanders won't have found it. You and Juni perform a sweep around the planet and locate the entrance to the excavation. After landing inside, you locate Dr. Sinclair and show her the alien artifact. It's a short meeting, however. More Rheinland ships arrive and begin bombing the dig site.

Objective: Flee from Planet Sprague. Fly to the waypoint coordinates.

You automatically retreat to your ship and launch into space over Sprague. A new objective appears as you reach space.

The Rheinlanders destroy Sprague's docking ring as you, Juni, and Sinclair make an escape. The Rheinland battle group includes heavy fighters and a couple of gunboats. Sinclair uploads new coordinates into your Neural Net. Don't stick around for this battle; it's designed to cover your escape. If you stay and fight, endless waves of fighters launch.

Select the waypoint (use your Contact List) and choose the Go To maneuver to activate cruise engines. Sinclair suggests heading into the nearby nebula; the sensor interference will help you hide from the Rheinland forces.

Objective: Fly to Baxter Research Station. Dock with Baxter Research Station.

Sinclair suggests heading to a nearby base, Research Station *Baxter*. It's been abandoned for a decade, but life support should still be working. Select the waypoint and use cruise engines to get there quickly. Upon arrival, dock with the station.

As usual, take the opportunity to repair your ship and resupply your ammunition and equipment, because the Rheinlanders unfortunately aren't stupid. You lost them in the nebula but their persistent search pays off. The Rheinland vessels surround Research Station *Baxter*.

Objective: Meet Juni and Sinclair in space outside Baxter Research Station.

When ready, proceed to Baxter's launch pad and return to space. There's no escape from the Rheinland forces this time; Juni orders you and Sinclair to engage them.



Objective	Destroy Rheinland Ships
Enemy:Ally Ratio	6:3
Enemies	Rheinland Heavy Fighters (Level 5), Rheinland Gunship (Level 10)
Allies	Juni (Level 5), Sinclair (Level 5)

The Rheinland battle group includes a gunship (see Figure 7.12). Avoid battling the fighters too close to the gunship, if possible. Or, simply engage the gunship first and eliminate it quickly with a steady stream of missiles and mines. Destroy all Rheinland ships to receive your next objective.

Objective: Fly to the Cambridge jump hole. Take the jump hole to the Cambridge system.

Follow the new waypoint coordinates to reach the jump hole to the Cambridge system. Dock with the jump hole to enter the system. Fly toward the trade lane waypoint.

A couple of Rheinland ships intercept you on the way, but they're not hostile; they're here to warn you. These two Rheinland pilots defected after their squadron opened fire on a defenseless transport. They tell you that the Rheinland Navy knows you're in the Cambridge system. The pilots are heading for a jump hole that will take them directly to Leeds space. Together, you might be able to fight your way through.

Objective: Follow Rheinlanders to the Leeds jump hole. Wait for the Rheinlanders to make a torpedo run.

As expected, the Rheinland Battleship *Woton* is blocking the jump hole to Leeds. The plan: the Rheinland defectors will cloak—making the enemy forces think they've got an easy target in you, Juni, and Sinclair. Maneuver to the waypoint uploaded by the defectors. Orders are to wait until the Rheinland defectors make a torpedo run. Maintain position until the two pilots launch their torpedoes and destroy the *Woton*.

Finally! A battle against the Rheinlanders that is almost evenly matched. The assistance of the two Rheinland defectors proves invaluable. You're almost to the next base, so don't hesitate to use as many missiles, mines, countermeasures, nanobots, and shield batteries as needed to survive the fight.



FIGURE 7.12 Don't hold back! Use your missiles to eliminate the Rheinland gunship.

Objective	Destroy Rheinland Ships
Enemy:Ally Ratio	5:4
Enemies	Rheinland Heavy Fighters (Level 5)
Allies	Juni (Level 5), Sinclair (Level 5), Holger Schmidt (Level 5), Jochen Wiedermann (Level 5)



Objective: Take the jump hole to the Leeds system. Dock with the trade lane. Dock with Planet Leeds. Meet Juni in the equipment shop on Leeds.

Dock with the jump hole—now cleared of Rheinland forces—and enter the Leeds system. Fly to the nearby trade lane marked *New London Jump Gate to Planet Leeds*. Dock with the trade lane and use your cruise engines to reach Leeds. Once there, use the planet's docking ring to land.

To complete the objective and the mission, proceed into the equipment shop on Leeds. You meet Juni, Sinclair, and Tobias inside. It turns out that Sinclair can't decipher the writing on the artifact—not without Quintaine. Juni will attempt to get a lead on Quintaine, and in the meantime she suggests that you earn some credits in anticipation of upcoming missions. Don't forget to perform any necessary ship repairs, acquire upgrades, and replenish your supplies of ammunition and equipment.

UNSAFE AT ANY SPEED

Start Point	Battleship <i>Hood</i> , Dublin System.
Objective	Defeat Hovis in a one lap contest of speed. Then find Quintaine and bring him to Planet Leeds to help Sinclair and Juni with the Artifact.
Difficulty	Unknown. Hovis seems confident.
Enemies Faced	Rheinland Heavy Fighters and Gunboats.
Requirements	+\$16,000 earned since Find Dr. Sinclair.
Rewards	Critical Information about the Artifact.
Bonus Rewards	\$7,000.

Objective: Fly to the Battleship *Hood* in the Dublin system. Talk to the bartender about Hovis.

From your current position, use the waypoints to follow the lead on Quintaine. Juni has sent you on a search for Dexter Hovis in the Dublin system.

Follow the waypoints to the Battleship *Haad*. Dock with the *Haad* and speak to the bartender about Dexter Hovis—and you meet the man himself. Turns out Hovis is a friend of Quintaine's, but only talks to racers. Hovis has a hard time finding people who will race against him. He challenges you to a race, the first main objective for this mission. Win, and he'll provide information on Quintaine's whereabouts.

Objective: Launch to space when you and your ship are ready to race. Meet Hovis in space near the race course. Race and win against Hovis.

The race is a single round at cruise speed. You can consider upgrading your ship's thruster in the *Haad's* equipment shop, or attempt the race without spending the extra credits. (It's possible to win without upgrading.) It's an oval-shaped course through 22 gates. The final gate is the same as the first gate. You must fly through the gates in the proper direction. If you lose the race, you will be given a second chance.

Cruise engines are a necessity to win against Hovis's ship (see Figure 7.13). For the best possible start, punch your afterburners as soon as the countdown finishes, and

TIP >>>

Check the Battleship *Hood's* ship dealer—he's selling the *Bretania Crusader Heavy Fighter*. This ship, known as the crown royal of the heavy class, features six gun mounts. Consider the upgrade if you've accumulated enough credits.



FIGURE 7.13 Use your ship's cruise engines to race through Hovis's course.

after a second or two immediately activate your ship's cruise engines (using the default shortcut key Ctrl-W). It's also very possible to win just by pressing Ctrl-W as soon as the race begins. Follow the waypoints through the course. Try to avoid bumping into Hovis (he will fail you if you bump him too much) and hug the rings on the track's inside to gain ground. Hovis makes a blunder near the end, providing an opportunity to pass. But Hovis doesn't like losing and orders his cronies to fire on your ship. The weapon platforms in the area will also open fire with guns and missiles, but unless you forgot to repair your ship on the Hood, these dangers won't pose any threat except to your nerves. (Don't return fire; just complete the race.) If you do lose the race, you'll have another chance.

Objective: Fly to the Battleship Hood.

Having defeated Dexter Hovis at his own game, it's time to collect your reward. Follow the waypoint back to the Hood. Dock with the battleship and speak with Hovis inside. Hovis claims that he took Quintaine to an abandoned mining station, *Glorious*. According to Hovis, Quintaine claimed he needed to disappear for awhile.

Objective: Find Quintaine and bring him to Planet Leeds to help Sinclair and Juni with the artifact.

Hovis directs you toward an old trade lane near an asteroid field. You can't take the trade lane, however; it fell out of service a long time ago. Proceed to the waypoint (at the mouth of the old trade lane), then locate Mining Station *Glorious* within the asteroid field.

Objective: Fly to Station Glorious.

Hovis, true to his word, has sent you to Quintaine. But as you approach the station, you find ships of the Rheinland Navy demanding that Quintaine be handed over to them. When they're denied, the Rheinlanders decide to destroy Station *Glorious* and Quintaine with it.

Objective	Defend Station <i>Glorious</i>
Enemy:Ally Ratio	6:4
Enemies	Rheinland Navy Attackers (Level 6). Rheinland Navy Gunship (Level 10).
Allies	Glorious Defenders (Level 6).

You don't have the assistance of Juni for this battle, but *Glorious* sends out its own fighters to help defend the station. The Rheinlanders are using a gunship. You'll have a chance to replenish your ammunition supply on the station, so use all necessary armaments to eliminate the fighters and the gunship. Avoid flying into the Rheinland attack group wildly; their combined firepower is not to be trifled with. Instead, chew on the problem from the outskirts, picking a target that is not surrounded by other hostiles, and staying out of the thick of the battle. The gunship is fast and equipped with missile launchers, but can be taken down quickly from the rear.

Objective: Land on Station Glorious.

Once you've eliminated all Rheinland attackers, dock with the mining station. You're greeted on the launch pad and led to Dr. Quintaine, who isn't entirely pleased to see you, even after the mention of Dr. Sinclair. But when you mention the artifact, Dr. Quintaine's attitude changes. He'll follow you to Leeds with his own escort.

Objective: Meet Quintaine in space near Station Glorious. Fly to Quintaine and then to the waypoint.

Take time on the mining station to make your repairs (see Figure 7.14). You should also equip your ship with upgraded weaponry (if possible) and replenish your ammunition and equipment supply.

Proceed to the launch pad and return to space. Select Quintaine's transport and use cruise engines to rendezvous with his ship. A new waypoint is uploaded into your Neural Net. Select the new waypoint and proceed to the designated location.

Objective: Defend Quintaine. Destroy the Rheinland Gunboat.

The Rheinlanders, efficient as always, have set up an ambush near the waypoint. A naval gunship and a squad of fighters block your passage. Defend Quintaine! He must survive the battle, or the mission and the game end in failure.



FIGURE 7.14 Dock with Mining Station Glorious and repair your ship before meeting Quintaine in space

Objective	Defend Quintaine
Enemy:Ally Ratio	6:4
Enemies	Rheinland Navy Attackers (Level 6). Rheinland Navy Gunship (Level 10)
Allies	Quintaine's Transport (Level 6). Quintaine's Escorts (Level 6)

Quintaine's fragile transport is an easy target for the Rheinlanders. Listen for audio clues that reveal Quintaine's status. His escorts will report if the transport is under attack. If you hear the cue, switch targets and pull one of the Rheinland fighters off of Quintaine.

Quintaine's escorts suggest tackling the gunship first. You should have a full supply of ammunition—don't hesitate to use it on the gunship. The faster you eliminate the ship, the sooner you can concentrate on the weaker fighters that surround Quintaine's transport. But the gunship is a lower priority than keeping Quintaine alive. Destroy all attackers to receive new orders.

Objective: Fly to the Leeds jump hole. Destroy all hostile ships.

Resume course to the Leeds jump hole. But the Rheinlander attackers aren't finished. Enemy ships jump in from Leeds and set an attack course for your small group of ships.

Even though there's no gunship in the area, this battle can be difficult. The Rheinland fighters are aggressive in their assault and you likely expended much of your ammunition and equipment in the first round of the fight. As soon as the fighters appear on radar, target the closest one and launch a series of missiles to weaken or destroy it. Once again listen closely to Quintaine's escorts; if the transport is taking damage, cycle targets to one of the fighters harassing it, and engage.

Objective	Destroy All Hostile Ships
Enemy:Ally Ratio	3:4
Enemies	Rheinland Navy Attackers (Level 6)
Allies	Quintaine's Transport (Level 6). Quintaine's Escorts (Level 6)



Objective: Take the jump hole to the Leeds system. Dock with the trade lane. Land on Planet Leeds. Meet Juni in the equipment room on Planet Leeds.

After a successful defense of Quintaine's transport, dock with the jump hole to enter the Leeds system. Dock with the nearby trade lane (it's marked *Edinburgh Jump Gate to Planet Leeds*) and use the trade lane to approach Leeds.

Quintaine meets the crew on Leeds. Sinclair asks why Quintaine retreated into seclusion. Quintaine claims things began to happen after he made the discovery; he had to leave because he was afraid Sinclair would become a target. While Quintaine is reexamining the alien artifact, two Rheinland officers enter Tobias's shop in search of the xenoarcheologist. Tobias threatens the officers, and they leave—but one thing is certain. It's not safe on Leeds anymore.






8 STORY MISSIONS 7-13 WALKTHROUGH

Things have changed dramatically for you, Edison Trent. Only a short time ago, you were shaken from the Freeport 7 disaster and without credits or a ship. But things looked brighter after meeting Jun'ko (Juni) Zane, an officer in the Liberty Security Force (LSF). Credits started pouring in, and you were able to purchase new ships and acquire more powerful weaponry. Then Liberty forces attacked you and Juni and everything changed. Now on the run, you and she must seek out allies both old and new, and find out what's so important about this alien artifact that everyone wants to get their hands on.

This chapter comprises walkthroughs for the final seven story-based campaign missions. Each walkthrough includes tables showing the mission's start position, requirements, objectives, and rewards, as well as battle tables that provide information on the number of enemies and their combat levels. You'll also be given specific battle tactics that will help you successfully survive the toughest combat situations throughout these missions. Proceed carefully; the fate of the Sirius Sector is in your hands!

THE SEARCH FOR KRESS




Start Point	Planet Leeds, Leeds System.
Objective	You have to hide from the Rheinland agents. Fly with Juni, Sinclair, and Quintaine to the Border Worlds and find the base of the mysterious Kress.
Difficulty	The Rheinland agents will be trying to stop you from reaching the Border Worlds. They will likely hunt you the entire way. It's very advisable to fly a powerful combat vessel.
Enemies Faced	Rheinland Heavy Fighters, Gunboats, Cruisers, Battleships.
Requirements	None.
Rewards	It's not about money; it's about survival.
Bonus Rewards	\$4,000.

Objective: Meet Juni, Sinclair, and Quintaine in space above Planet Leeds.

At the end of the last mission, two Rheinland agents—naval officers—already had tracked your group to Tobias's equipment shop on Leeds. (Tobias managed to get the two Rheinlanders out of the shop before Quintaine and the artifact were discovered.) Quintaine suggests a new hideout: the base of the mysterious Kress. Under the protection of Kress's forces, Quintaine can conduct further research on the artifact.

Before launching to space, conduct any necessary ship repairs. You should also look through Tobias's wares for weapon upgrades, and purchase ammunition, nanobots, and shield batteries if you're running low. When you're ready, return to the Leeds launch pad and launch to space. Juni believes the best path out of Leeds space would be toward the Stokes Mining Station. You automatically activate cruise engines and proceed toward the appropriate trade lane. But as your group nears the trade lane, a couple of Rheinland fighters decloak. All exits out of this system are blocked!



Objective	Destroy the Rheinland Agents
Enemy:Ally Ratio	1:2
Enemies	Rheinland Agents (Level 7)
Allies	Jun'ko Zane (Level 7), Quintaine (Level 7), Sinclair (Level 7)

It's the two Rheinland agents that Tobias "escorted" out of his equipment shop. This is a short battle and one of the few in which your group outnumbers the enemy! Target the nearest Rheinland fighter and engage. Save your missiles and mines; you need only destroy one of the enemy fighters. After it's destroyed, the other ship cloaks and leaves.

Objective: Dock with the trade lane.

The coast is clear—for now. Select the trade lane marked *Planet Leeds to Stokes Mining Station*. Dock with the trade lane and proceed at high velocity to the Stokes Mining Station.

After reaching Stokes, locate the trade lane marked *Stokes Mining Station to Tau-31 Jump Gate* (see Figure 8.1). There's only one more stop before you're out of the Leeds system en route to Kress's base—but it's another ambush. The Rheinland officer who fled the fight back at Leeds has rendezvoused with another squad of Rheinland fighters.

Objective	Destroy the Rheinland Fighters
Enemy:Ally Ratio	1:1
Enemies	Rheinland Officer (Level 7). Rheinland Heavy Fighters (Level 7)
Allies	Jun'ko Zane (Level 7). Quintaine (Level 7). Sinclair (Level 7)



Your group doesn't even make it past Stokes Mining Station before the Rheinlanders attack again. Target the nearest Rheinland fighter and engage. Once again, you should save your missiles and mines for the tougher battle that lies ahead. You need only destroy two of the four Rheinland fighters to force them to cloak and disengage.

After the battle, Stokes Mining Station recommends that you land (numerous Rheinland ships have been reported throughout Leeds space), but Juni, flushed with the easy victory, proclaims that your group is going on to the Tau-31 Jump Gate. Once again, locate the trade lane marked *Stokes Mining Station to Tau-31 Jump Gate*. Dock with the trade lane and proceed to the final barrier between you and your escape from Bretonia.

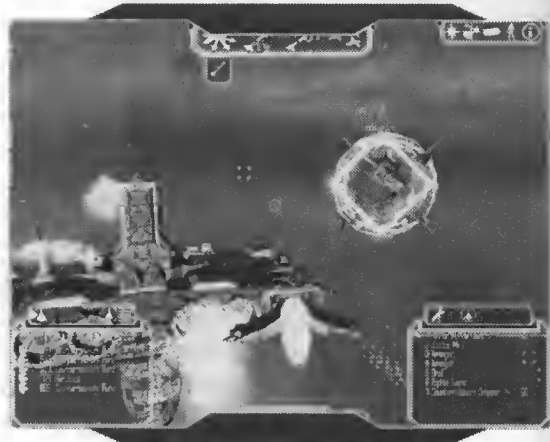


FIGURE 8.1 The Rheinlanders ambush you again near the jump gate to Tau-31.

The Rheinlanders are attacking Glasgow Outpost. These Rheinlanders are stubborn—or desperate. The surviving agent has fled to the safety of a naval cruiser, which is guarding the Tau-31 Jump Gate against your escape. Destroy all Rheinland forces!

Objective	Destroy the Rheinland Blockade Ships
Enemy:Ally Ratio	1:1
Enemies	Rheinland Agent (Level 7). Rheinland Heavy Fighters (Level 7). Rheinland Cruiser (Level 10)
Allies	Jun'ko Zane (Level 7). Quintaine (Level 7). Sinclair (Level 7). Tobias (Level 7). Tobias' Escorts (Level 7). Glasgow Outpost



The Rheinland cruisers' turrets are powerful. It might be possible to destroy them with close strafing runs, but it's a difficult task that would likely result in serious damage to your ship. At the least, such a fight would force you to expend several shield batteries and nanobots (to administer on-the-fly repairs). Engage the nearest fighter instead. Use missiles to eliminate the fighters quickly.

Objective: Dock with the jump gate to the Tau-31 system.

Thankfully, an ally arrives shortly into the fight—it's Tobias, with some of his friends from Leeds. While Tobias and his escorts engage the cruiser, finish off the fighters. Once all Rheinland enemies are defeated, dock with the jump gate to the Tau-31 system and get out of Bretonia!

Objective: Dock with the trade lanes. Fly to the waypoint.

Upon reaching Tau-31, locate the trade lane marked *Leeds Jump Gate to Holman Outpost*. Dock with the trade lane and proceed to Holman. This is the middle of nowhere; Holman Outpost is the only base in the entire system. Locate the next trade lane, marked *Holman Outpost to Tou-29 Jump Gate*. Juni notes that it's strange that there are no ships around here—and furthermore, Holman Outpost isn't responding.

It's another trap. You're not even surprised to find Rheinland ships blocking the trade lane. This time, though, you don't have to fight them; Tobias' friends valiantly engage the Rheinlanders while your group makes an escape to a nearby trade lane, which is under construction. Waypoint coordinates are uploaded to your Neural Net. Select the waypoint from your *Contact List* and activate cruise engines (or use the *Go To* maneuver). Fly toward the waypoint, which is marked DSE Trade Lane Ring. Dock with the trade lane and continue until something disrupts the trade lane.

Objective	Defend Quintaine and Sinclair
Enemy:Ally Ratio	1:1
Enemies	Rheinland Gunboats (Level 10)
Allies	Tobias (Level 7)

The ubiquitous Rheinlanders have stationed gunboats in the trade lane. Tobias orders you to remain behind and help him battle the gunboats while Juni escorts Quintaine and Sinclair to the Tau-29 jump hole.

It's not necessary to destroy the gunboats. In fact, don't expend missiles in the fight. Use your guns to engage the gunboats until Tobias reports that Quintaine and Sinclair have made it safely to the Tau-29 jump hole.

Objective: Fly to Quintaine and Sinclair. Take the jump hole to the Tau-29 system.

When Quintaine and Sinclair reach the jump hole, ignore the remaining gunboats and select the waypoint. Activate cruise engines to rendezvous with Juni, Quintaine, and Sinclair near the Tau-29 jump hole. Select the jump hole and use the *Dock* maneuver to enter the Tau-29 system.

Objective: Fly to Shinkaku Station. Dock with Shinkaku Station.

Quintaine must meet a contact on Shinkaku Station for information regarding the location of Kress's base. Select the waypoint in your *Contact List* and use the *Go To* maneuver to activate cruise engines and proceed quickly to Shinkaku Station.

Once within range, dock with Shinkaku Station (see Figure 8.2). While Quintaine gathers his information, make repairs to your ship and visit the equipment dealer to restock ammunition and even upgrade your arsenal. The smart money is on a climactic battle at the end of this mission. Stock your ship with the most powerful missiles available, and ideally, fit your ship with a torpedo launcher.

Objective: Meet Quintaine in space outside Shinkaku Station. Fly to the waypoint coordinates.

After conducting your business on Shinkaku Station, return to the pad and launch to space. Tobias leaves your group at this point. Quintaine reports that the bartender on Shinkaku Station has provided the coordinates to



FIGURE 8.2 Repair your ship and replenish your ammunition supply on Shinkaku Station.

Kress's base. He uploads the coordinates into your ship's Neural Net. Select the waypoint from your Contact List and use the Go To maneuver to proceed at cruise speed. Quintaine also notes that his bartender contact added a postscript to his message: Rheinland ships are all over the area.

The route to Kress's base includes a methane field, which will provide cover from sensors, but the field only provides cover for half of the way. The rest is open space. And it's in that open space that a Rheinland fleet blocks the way to Kress's base.

Objective	Destroy the Rheinland Fleet
Enemy:Ally Ratio	4:1
Enemies	Rheinland Heavy Fighters (Level 7), Rheinland Cruisers (Level 12), Rheinland Gunships (Level 10), Rheinland Battleship (Level 15)
Allies	Jun'ko Zane (Level 7), Razor-One (Level 7), Razor-One Escorts (Level 7)



This is a desperate fight against tough Rheinland fighters and capital ships. You can be thankful that one of Kress's top pilots, Razor-One (escorted by a wing of his elite fliers), enters the fray. Target the nearest Rheinland fighter and engage. Don't maneuver near the battleship or even the smaller cruisers or gunships. Try to eliminate the more maneuverable fighters before you engage the capital ships. If you don't, the fighters will pursue during your strafing runs on the larger ships, and you'll take heavy damage.

Use missiles to crush the Rheinland fighters—but save some explosives for the remainder of the fleet. If you've equipped your vessel with a torpedo launcher, use it on the Rheinland battleship. You must destroy all Rheinland targets before receiving your next objective.

Objective: Fly to the waypoint coordinates. Take the jump hole to the Tau-23 system. Fly to Kress's base. Dock with Cali Base.

Select the waypoint in your Contact List and proceed at cruise velocity toward the Tau-23 jump hole. Once within range, dock with the jump hole and enter the next system. Continue to the next waypoint and dock with Cali Base to complete the objective.

After a tense introduction, Colonel Kress offers your group safe sanctuary. Kress, who knows a bit about the alien artifact, suggests acquiring the *Proteus Tome*. You must visit one of his agents, Lord Hakker, who can arrange the *Tome's* liberation.

Objective: Meet up with Kress's agent, Lord Hakker, to arrange for the retrieval of the *Proteus Tome*. Meet Razor-One in space outside Cali Base.

You'll have a safe trip from Kress's base to Planet Kyushu in Kusari space, but it's still wise to repair your ship and replenish your supply of ammunition and equipment. When ready, launch to space and meet up with Razor-One.

Objective: Fly to the Kyushu jump hole. Fly to Planet Kyushu. Dock with Planet Kyushu. Meet Hakker in the bar.

Razor-One uploads waypoint coordinates into your Neural Net—it's a quick route into the Kusari system. Select the waypoint and use cruise engines to proceed. Razor-One escorts you to the jump hole to Kyushu but leaves you and Juni alone to enter Kusari space.

TIP >>>

Visit Planet Kyushu's ship dealer—he offers some exciting fighters. The Kusari Drake Light Fighter is the most affordable and one of the top light fighters around. The Bounty Hunter Barracuda Heavy Fighter may be the ship of choice—it includes six weapon mounts (gun, missile, and turret), and durable armor.



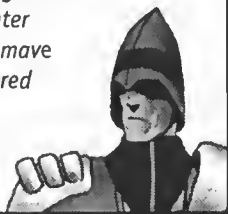
Dock with the jump hole and enter the Kyushu system. Continue to the waypoint marked *Tau-29 Jump Gate ta Tsushima Depot*—it's a trade lane. Once you're within range, dock with the trade lane and reach Tsushima Depot. Select the next trade lane, marked *Tsushima Depot ta Planet Kyushu*. Dock with Planet Kyushu and enter the bar to meet Lord Hakker. Unfortunately, he's not much help regarding the *Prateus Tame*. Juni suggests getting some work until she can dig up more information regarding the *Tame* and its whereabouts.

CAPTURE TEKAGI'S TRANSPORT

Start Point	Shinagawa Station, New Tokyo System.
Objective	Attack a transport in the nearby Honshu system that is secretly transporting the <i>Prateus Tame</i> to Rheinland. Join Ozu and a Blood Dragon strike force in their attempt to capture the transport.
Difficulty	The transport is under heavy guard and will be well defended. This mission will be very difficult; we recommend that you pilot a potent combat vessel.
Enemies Faced	Kusari Navy, Weapons Platforms.
Requirements	+\$36,000 earned since <i>The Search for Kress</i> .
Rewards	The <i>Prateus Tame</i> —the very reason why you came to Kusari.
Bonus Rewards	\$10,000.

WARNING >>>

There are Blood Dragon and Golden Chrysanthemum fighters throughout Kusari space. You may encounter these criminal threats as you move through trade lanes. Be prepared for battle! Don't leave a part without repairing and rearming your ship.



Objective: Meet Juni in the Shinagawa Station bar.

Upon meeting the mission requirements, you're ordered to meet Juni in the bar on Shinagawa Station. If you've been doing missions within the Kyushu system, return to Planet Kyushu. Dock with the jump gate marked *Planet Kyushu ta New Tokyo Jump Gate*. Then dock with the jump gate to the New Tokyo system.

After entering New Tokyo space, dock with the trade lane designated *Kyushu Jump Gate ta Shinjuku Station*. Next, locate the trade lane marked *Shinjuku Station ta Planet New Takya* and dock with it. Finally, locate and dock with the trade lane labeled *Planet New Takya ta Shinagawa Station*.

Dock with Shinagawa Station and enter the bar to locate Juni and receive your primary mission objective.

Juni had to dig a little deeper for information than she originally thought. All museum artifacts, including the *Prateus Tame*, have come under control of Kusari's Governor Tekagi. Orders are to recover the *Tame* by hijacking the governor's transport. Juni introduces you to Ozu, a Lieutenant in the Blood Dragons.

Objective: Meet Juni and Ozu in space above Shinagawa Station. Fly to the waypoint. Take the jump hole to the Honshu system.

Before launching to space, take the opportunity to visit the equipment dealer and repair your ship if needed. You should also replenish your supply of missiles and mines before taking off. The mission concludes at the Blood Dragons' hidden base in the Chugoku system. Stock up on oxygen and water before concluding the mission. Both commodities are highly sought-after there, and it's an easy way to earn a quick credit.

When ready, launch into space. Juni reports that you're taking the trade lane to the Honshu Jump Gate. Dock with the trade lane marked *Shinagawa Station ta Honshu Jump Gate*. But Ozu corrects the order; Tekagi's

spies are everywhere, and it's safer to take a hidden jump hole than the official jump gate, which may be guarded by patrols. The element of surprise is important!

Ozu uploads waypoint coordinates to your Neural Net. Select the waypoint and move at cruise speed toward the location. The waypoint marks a rendezvous with Blood Dragon escort forces. The fighter wing enters formation with your group. Continue to the next waypoint, which is the jump hole to Honshu. Dock with the jump hole and enter the Honshu system.

Objective: Fly to Tekagi's transport.

Upon entering the Honshu system, select the waypoint and proceed at cruise speed to Tekagi's transport, currently housed at the Yukawa Shipyard. Ozu briefs you on the attack along the way. Weapons platforms and fighter wings defend the shipyard and the transport (see Figure 8.3). Orders are to target the weapons platforms first, then the defending fighters. Meanwhile, a strike force will seize the transport and fly it out of the system.



FIGURE 8.3 Weapons platforms and Kusari naval forces heavily guard the shipyard that holds Tekagi's transport.

Objective	Destroy Weapons Platforms and Kusari Forces
Enemy:Ally Ratio	2:1
Enemies	Weapons Platforms, Kusari Naval Forces (Level B)
Allies	Jun'ko Zane, (Level B), Ozu (Level B), Blood Dragon Escorts (Level B)

Target the nearest weapons platform as you approach the Yukawa Shipyard. It's actually possible to fly through the center of the shipyard, which makes the attack-run easier. You can quickly maneuver around the weapons platform instead of sticking close and remaining in range of its weaponry. Destroy both weapons platforms to complete the objective.

With the weapons platforms demolished, Ozu orders you to engage the remaining Kusari fighters. Target the closest Kusari ship and engage. Use missiles to destroy the fighters as quickly as possible. In the meantime, the strike team has wrested control of Tekagi's transport. You're ordered to disengage and enter formation with the transport. Fly close to the transport but finish off the remaining fighters. Use missiles liberally to destroy the attackers as quickly as possible.

Objective: Enter formation with the transport.

Use the *Formation* maneuver to fall in with Tekagi's hijacked transport. As the group heads toward the Chugoku jump hole, you are attacked by another group of Kusari naval fighters.

Objective	Destroy the Enemy Ships
Enemy:Ally Ratio	1:1
Enemies	Kusari Naval Forces (Level B)
Allies	Jun'ko Zane, (Level B), Ozu (Level B), Blood Dragon Escorts (Level B), Tekagi's Transport

Engage the closest Kusari fighter. Don't hesitate to utilize your remaining missiles and mines; this is the last attack before you reach the next base and the end of the mission. The Blood Dragons are a fierce bunch, and it's likely they will have taken down several fighters before you have a chance to engage the Kusari. Finish off the group of four attackers and resume formation with Tekagi's transport.



FIGURE 8.4 The Chugoku system contains Kyoto, the legendary base of the Blood Dragons.

Objective: Escort the transport to the waypoint. Take the jump hole to the Chugoku system.

Select the waypoint in your Contact List and escort Tekagi's transport to the Chugoku jump hole. Once you reach the waypoint, dock with the jump hole and enter the Chugoku system (see Figure 8.4).

Objective: Escort the transport to the waypoint. Dock with the Blood Dragon base.

Select the next waypoint uploaded to your Neural Net—it's Kyoto Base, legendary home of the Blood Dragons. Upon arrival, dock with the Blood Dragon base to complete the mission. After searching the transport, Ozu concludes that you got the right ship, but it contains neither the artifacts nor Tekagi. Ozu and Juni plan to make the necessary inquiries to uncover the *Proteus Tome's* location. Meanwhile, it's time for you to take a few jobs and see how the other side lives.

Start Point	Kyoto Base, Chugoku System.
Objective	Attack Tekagi's fortified base in the Tohoku system. You have to enter his base and steal the <i>Proteus Tome</i> out of Tekagi's control.
Difficulty	Tekagi's fortress is heavily protected and it will be very difficult to get into the complex.
Enemies Faced	Kusari Navy.
Requirements	+\$50,000 earned since Capture Tekagi's Transport.
Rewards	The <i>Proteus Tome</i> .
Bonus Rewards	\$10,000.

RETRIEVE THE *PROTEUS TOM*E

Objective: Meet Ozu in the bar on Kyoto Base.

Once you've met the mission requirements, Ozu contacts you with new information on the *Proteus Tome*. You're instructed to meet Ozu inside the bar on the Blood Dragons' base, Kyoto. If you've been completing missions in surrounding systems, you must return to the Chugoku system. You could reach there from the jump hole in the Honshu system.

If you must move through Honshu space, be careful using the game's waypoint system. Mines litter

TIP >>>

You're headed back to Kyoto Base, and they still need those precious commodities. Stock up on inexpensive oxygen and water if you're in the Honshu system. Sell these commodities for a premium on Kyoto. Now you have more credits for weapon upgrades!



the area to the left of the Chugoku jump hole. It's wiser to avoid waypoints and approach the jump hole from the right. Dock with the Chugoku jump hole and fly to Kyoto Base. Dock with the Blood Dragons' famous base hideout and enter the bar to speak with Ozu and receive your primary objective.

Objective: Meet Ozu in space outside Kyoto Base. Fly to the Tohoku jump hole. Take the jump hole to the Tohoku system.

Ozu says Governor Tekagi is alive, has secretly left his palace, and has hidden the artifacts, along with the *Proteus Tome*. The only hope is to attack Tekagi's heavily fortified base and steal the *Tome* from Tekagi's control.

Tekagi's fortress is only one system away; the Blood Dragons discovered a hidden jump hole to there more than 20 years ago. But the governor is preparing to leave his fortress, so time is short. Launch to space after receiving your mission objective, and receive waypoint coordinates from Ozu. Select the waypoint—the Tohoku jump hole—and activate cruise engines.

Juni makes contact as you and Ozu proceed toward the Tohoku jump hole. She warns against such a suicidal assault on Tekagi's defended base. But Ozu notes there's no time left; Tekagi is preparing to leave for Rheinland and the *Proteus Tome* must be acquired before it's too late. Upon reaching the waypoint, dock with the Tohoku jump hole and enter the new system.

Objective: Fly to the Blood Dragon hideout. Rendezvous with the attack force at the Blood Dragon outpost.

The Blood Dragons have another hidden base in this system: Ryuku Base (see Figure 8.5). Ozu notes that the system is littered with defense systems and hidden patrol wings, so maneuver to the Blood Dragon hideout as quickly as possible. Select the waypoint and activate cruise engines.



FIGURE 8.5 Blood Dragon fighters join you and Ozu at Ryuku Base.

Objective: Fly to Tekagi's Arch.

A wing of Blood Dragon fighters greets you and Ozu at Ryuku Base. Ozu uploads a new waypoint to your Neural Net. Select the waypoint in your Contact List and use the Go To maneuver to proceed toward Tekagi's fortress. A patrol of Kusari naval fighters interrupts your advance.

Objective	Destroy the Tekagi Patrol
Enemy:Ally Ratio	1:2
Enemies	Kusari Navy Heavy Fighters (Level 9)
Allies	Ozu (Level 9). Blood Dragon Escorts (Level 9)

You'll face six Kusari naval fighters. Engage the closest one. Be conservative with your ammunition. Further battles await you at Tekagi's base, so it's wise to hold onto as many missiles, mines, nanobots, and shield batteries as possible. Eliminate the entire patrol before receiving your next objective—resume course toward Tekagi's base. It's built around a magnificent arch that once was one of the wonders of Kusari—now it's a fortress for a corrupt and debased governor.

Objective	Destroy Generators
Enemy:Ally Ratio	2:1
Enemies	Kusari Navy Heavy Fighters (Level 9), Kusari Navy Light Fighters (Level 9), Kusari Navy Gunboat <i>Sumire</i> (Level 12), Kusari Navy Cruiser <i>Hissatsu</i> (Level 4), Kusari Navy Battleship <i>Musashi</i> (Level 18), Tekagi's Arch
Allies	Ozu (Level 9), Blood Dragon Escorts (Level 9)

Ignore the Kusari naval fighters as you approach Tekagi's stronghold. The Blood Dragon escorts will occupy them, allowing you to close in on the base.

The easiest and most spectacular approach to the base is through the cylindrical stabilizer, an enormous channel that runs vertically through the asteroid base. Fly toward the bottom of the base and turn upwards; you can't miss it. The stabilizer is filled with charged energy pulses, but they are too weak to affect your ship.

A shield protects Tekagi's arch. In order to enter the fortress and get the *Tome*, you'll have to destroy four energy generators that are located on the outer surface of the spherical shield. Beware of the defense turrets located on the underside of the arch and the Kusari capital ship that guards one side of the shield. You may find it easier to destroy the Kusari vessel before taking on the generators, but make sure not to tangle with both the capital ship and the turrets at the same time.



FIGURE 8.6 While Ozu and the Blood Dragon fighters engage the Kusari defenders, destroy all four energy generators.

Once all four generators are destroyed, dock with Tekagi's base and capture him. If you come under attack, divert your fire from the generator and engage the incoming Kusari ship. Then return to the damaged generator and continue firing. Strafe around the base of the shield to locate and destroy all four generators (see Figure 8.6).

Objective: Dock with Tekagi's base.

After the shield falls, select and dock with Tekagi's base. You and Ozu penetrate the base's inner defenses (blasting a couple of Tekagi's soldiers along the way). Ozu locates the room containing the *Proteus Tome*. But it's a trap—a device releases neural gas into the room, which incapacitates the two of you.

Governor Tekagi and a couple of armed bodyguards enter and rouse you. It quickly becomes apparent that the governor is under the control of an alien force—Tekagi kills Ozu in cold blood! The rogue governor has nearly finished you off, too, when Lord Hakkeru bursts into Tekagi's fortress in a fighter and rescues you. Tekagi is killed by Ozu's final explosive revenge—and you manage to procure the *Proteus Tome*, to boot!

Objective: You have to return the *Proteus Tome* to Juni. Fly back to Kyoto Base with Lord Hakkeru as quickly as possible. Fly to the Chugoku jump hole.

Select the waypoint to the Chugoku jump hole and activate cruise engines. You meet up with Juni just in time; the Kusari naval forces, formerly under the command of the deceased Tekagi, aren't pleased about the governor's death.

Objective	Destroy the Kusari Forces
Enemy:Ally Ratio	2:1
Enemies	Kusari Navy Heavy Fighters (Level 9), Kusari Navy Light Fighters (Level 9), Rheinland Gunboats (Level 16)
Allies	Jun'ko Zane (Level 9), Lord Hakkeru (Level 9), Borderworld Light Fighters (Level 9)

Target the nearest Kusari fighter and engage. Steer clear of the Kusari gunboats during the battle. If you come under fire from a gunboat, shift targets and destroy the gunboat with your guns and missiles.

After the battle, Lord Hakkeru explains what happened to Tekagi: The wretched governor was taken over by a *Nomad*, a member of an alien race with the ability to possess humans. While you're mulling this over, continue to the waypoint and approach the jump hole to the Chugoku system.

Objective: Take the jump hole to the Chugoku system. Fly to Kyoto Base. Dock with Kyoto Base.

Upon reaching the waypoint, dock with the jump hole and enter the Chugoku system. Select the next waypoint (it's the Blood Dragons' hideout) and activate cruise engines to proceed to Kyoto Base. Dock at the base to complete the mission.

INTO THE LION'S DEN

Start Point	Kyoto Base, Chugoku System.
Objective	Lord Hakkeru's key informant in Rheinland, Herr Von Claussen, has vital information about the Nomads. It is imperative to extract the informant alive. Fly to New Berlin, find Von Claussen, and bring him back to Kusari space.
Difficulty	Rheinland has declared war on Kusari and the Nomads now have complete control over the Rheinland military. It will be difficult for anyone to get into the heart of Rheinland territory, but it likely will be even harder to get out with a wanted spy on board.
Enemies Faced	Rheinland Navy Heavy Fighters, Cruisers, Battleships, Experimental Battleships.
Requirements	None.
Rewards	The survival of humankind in the colonies.
Bonus Rewards	\$10,000.

Objective: Meet Juni in the Kyoto Base bar. Meet Lord Hakkeru in space outside Kyoto Base.

You meet with Juni and Lord Hakkeru in the Kyoto Base bar. Hakkeru's informant, Herr Von Claussen, is an agent for The Order who operates deep in Rheinland space. The Order has had trouble contacting him recently, and he could be in terrible danger. The only solution is to extract Von Claussen. Since Bretonia is still neutral in the Rheinland war, you can enter Rheinland space alone and not face harm. Meanwhile, Juni plans to take the *Proteus Tome* to Professor Quintaine.

Before launching to space, complete any needed ship repairs and visit the equipment dealer to upgrade your weapons or purchase additional missiles and mines. Replenish your supplies of nanobots and shield batteries.

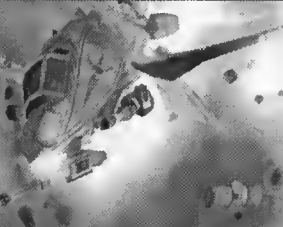
Objective: Fly to the Sigma-13 jump hole. Take the jump hole to the Sigma-13 system.

Meet Lord Hakkera above Kyoto Base; he'll escort you to the edge of Rheinland space. Rheinland has invaded all of the Sigma systems, which means all jump gates and bases there are under Rheinland control. The Order, however, knows an uncharted jump hole into the Sigma-13 system that can take you directly into space near New Berlin, where Von Claussen is believed to be hiding out.

Select the waypoint and use the Go To maneuver to proceed to the jump hole. Upon arrival, dock with the jump hole to enter the Sigma-13 system.

Objective: Fly to the waypoint.

Lord Hakkera uploads a new waypoint into your Neural Net—it leads to the jump hole into the New Berlin system. Hakkera warns, however, that his informants say an enormous Rheinland fleet is massing in the area. His words are prophetic—a Rheinland fleet comprising heavy fighters, cruisers, and two battleships appears out of the mist of space.



Objective	Destroy the Rheinland Heavy Fighters
Enemy:Ally Ratio	2:1
Enemies	Rheinland Navy Valkyries (Level 10); Rheinland Navy Cruisers <i>Bremerhaven</i> (Level 15), <i>Schwerin</i> (Level 15), <i>Greifswald</i> (Level 15), <i>Aachen</i> (Level 15), and Rheinland Battleships <i>Fenrir</i> (Level 15), and <i>Jormungand</i> (Level 15)
Allies	Lord Hakkera (Level 10), Cobo (Level 10), Blood Dragons (Level 10)

You're ordered to engage the Valkyries. Punishing fire erupts from the capital ships; stay clear of them and lure the heavy fighters away from their protection. The Blood Dragons engage the capital ships. Fight your way through the nearest heavy fighters. Use your missiles and mines as necessary, as you'll have a chance to resupply upon entering the New Berlin system.

WARNING >>>

The shortcut through which Hakkera has sent you is the site of an old war between Rheinland and the Gas Miners Guild. The area is filled with radiation, which does affect your ship's hull. Your ship's hull-strength slowly decreases as you stay in areas with radiation. Use nanobots to administer repairs if necessary.



Objective: Break off your attack and fly to the New Berlin jump hole. Take the jump hole to the New Berlin system.

As Rheinland reinforcements begin to arrive, Lord Hakkera orders you to break off the attack and proceed to the New Berlin jump hole (uploaded as a waypoint). The Blood Dragons run interference, jumping the reinforcements and providing your opportunity to escape. Activate cruise engines and proceed toward the jump hole.

Kusari citizens are arrested on sight, so you must enter Rheinland space alone. Lord Hakkera and his escorts remain behind in Sigma-13. Select the jump hole and perform the Dock maneuver to enter the New Berlin system.

Objective: Dock with the trade lane. Dock with Planet New Berlin.

Upon entering the New Berlin system, select and dock with the nearest trade lane. It's marked *Brandenburg Barter Station to Planet New Berlin*. On the way, Hakkera contacts you. Von Claussen is on the run; his safe house has been penetrated. After reaching the planet, dock with New Berlin and begin the search for Von Claussen.

You meet two creepy Rheinlanders—Jonner and Blix—in the New Berlin bar (see Figure 8.7). Luckily, they're friends of Von Claussen. They tell you he can be found on Planet Holstein in the Frankfurt system.

Once again, before leaving, visit the equipment dealer for repairs, ammunition, and supplies. If you have the credits, this would be a good time to purchase upgrades for your weapons, thruster, or shield.

Objective: Launch to space. Fly to the Frankfurt Jump Gate. Dock with the jump gate to the Frankfurt system.

Von Claussen's intelligence networks knew of your arrival and have prepared well. When you launch to space you are greeted by Hans Fischer, who will escort you into the Frankfurt system. Fischer uploads waypoint coordinates into your Neural Net. Dock with the nearby trade lane marked *Planet New Berlin to Frankfurt Jump Gate*.

The immense size of the Rheinland threat is readily apparent. Warships guard every gate, planet, and station, and they are on continual passive scan. It's fortunate Fischer is involved, because you'll need his help getting into Frankfurt. At the gate, the Battleship *Freyo* makes contact but Fischer is given clearance. Select and dock with the jump gate to enter the Frankfurt system.

Objective: Dock with the trade lane. Dock with Planet Holstein.

Locate and dock with the nearby trade lane marked *New Berlin Jump Gate to Monnheim Station*. Upon arrival at Mannheim Station, dock with the trade lane marked *Monnheim Station to Mainz Storage Facility*. Planet Holstein is the water planet on the right. Select Holstein's docking ring and dock with the planet to complete the objective.

Lord Hakkera contacts you with a slight change in the extraction plan. The Rheinland fleet has invaded the Honshu system. The rendezvous point is moved to the Hamburg system within Rheinland space.

You make contact with Von Claussen, an ace pilot and Rheinland military tactician, on Holstein. Von Claussen has defected to save his people and his home from the Nomad invasion. After a brief introduction, Von Claussen joins you, and you launch to space in separate ships.

Objective: Fly to Bruchsal Base. Dock with Bruchsal Base.

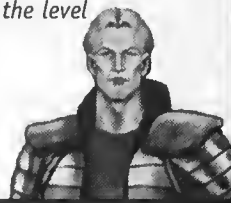
Von Claussen suggests visiting other rebels on a nearby base, where the Rheinland informant has a piece of unfinished business. Von Claussen was recently supplied with blueprints of a new type of ship being built by the Rheinland military—using alien technology.



FIGURE 8.7 You search New Berlin for information on Von Claussen's whereabouts.

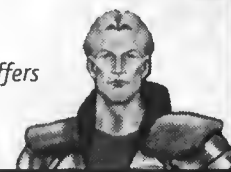
TIP >>>

Planet New Berlin's ship dealer offers a couple of new fighters, including the Rheinland Bonshee Light Fighter and the Civilion Folcon Heavy Fighter. But you haven't met the level requirement for these ships. Remember to return to New Berlin later in your game if you wish to purchase these new vessels.




TIP >>>

Bruchsol Bose's ship dealer offers the Border Worlds Stiletto Heavy Fighter.



Select the waypoint from your Contact List and proceed at cruise velocity to Bruchsal Base. As you approach, Bruchsal Base reports that they're under attack by Rheinland military forces.



Objective	Destroy the Rheinland Assault Wing
Enemy:Ally Ratio	2:1
Enemies	Rheinland Navy Valkyries (Level 10)
Allies	Von Claussen (Level 10), Bundschuh Stiletto (Level 10)


Engage the nearest Rheinland fighter. You're about to land on Bruchsal Base so don't hesitate to use all missiles and mines at your disposal. Stick close to Von Claussen, a ferocious fighter pilot, for added firepower. Eliminate the Rheinland assault wing to complete the objective.

Objective: Herr Von Claussen's contacts have located a secret experimental shipyard located west of Bruchsal Base. Form up with Von Claussen and await further instructions.

Take advantage of the pit stop on Bruchsal Base and complete any ship repairs. Visit the equipment dealer and restock your supply of missiles, mines, nanobots, and shield batteries. Also cycle through the dealer's inventory and purchase weapon or shield upgrades if possible. You may need the added firepower or defenses during the attack against the shipyard. When ready, launch to space and rendezvous with your wingmen.

Von Claussen reports that Rheinland is amassing a fleet at an installation not far from Bruchsal. Destroying the shipyard could greatly delay the Rheinland war plans. But it's not an easy operation or approach. A radioactive field, littered with mines, surrounds the shipyard. There's only one known way in and out of the field, and the passage is just 100 meters wide. Sensors can't penetrate the field so there's no tactical information regarding the fleet or its positions.

When you regain control of your ship, begin navigation through the waypoints. It's a tight passage through the mines; monitor your shield strength carefully. If you're sustaining damage from the mines, slow down and wait for your shield to regenerate. The radiation affects your ship's hull. Use your nanobots to repair the damage.



Objective	Destroy the Experimental Battleships
Enemy:Ally Ratio	6:1
Enemies	Rheinland Navy Banshees (Level 10), Rheinland Navy Valkyries (Level 10); Rheinland Navy Gunboats <i>Baltrum</i> (Level 15), <i>Langeoog</i> (Level 15), <i>Sylt</i> (Level 15), and <i>Helgoland</i> (Level 15); Rheinland Cruisers <i>Cottbus</i> (Level 15), <i>Krefold</i> (Level 15), and <i>Burghausen</i> (Level 15); Rheinland Navy Battleships <i>Verthandi</i> (Level 18), <i>Skuld</i> (Level 18), and <i>Urth</i> (Level 18); Experimental Battleships (Level 18)
Allies	Von Claussen (Level 10), Botzler (Level 10), Bundschuh Stiletto (Level 10)

Soon after the battle begins, you'll realize the Rheinland advantage is insurmountable. Your newly found allies, the Bundschuh, will do their best to stave off the capital ships while you take out the experimental alien battleships. At least one of these vessels must fall to complete the objective.

As soon as the Rheinland shipyard comes into view, use your afterburners to move as close as possible to the alien battleship. The openings are tight, so be careful to not lose your orientation. Make sure you aren't coming under fire from the Rheinland capital ship just beyond and above the alien battleships (see Figure 8.8). Use your guns to pelt the experimental battleship until it's destroyed. If you decide to also use your missiles or mines, watch out for their blast radius when firing.



FIGURE 8.8 Move quickly to the alien battleship on the left. This is a battle about survival, so avoid engaging the hostile enemy ships.

notice. Likewise, if your shields get too low from the pursuit, the mines might be just enough to inflict heavy damage to your ship. Use those shield batteries!

You'll eventually reach the jump hole into the Hamburg system. Dock with the jump hole to enter the Hamburg system and flee to safety—almost.

Objective: Dock with the Battleship Osiris.

When you reach Hamburg, the Rheinland battleship, *Odin*, uncloaks just above your ship. But all is not lost. A battleship you've never seen before decloaks behind the *Odin* and engages at close range. Your Contact List reads her as the *Osiris*. You're ordered to dock with the *Osiris* quickly. Select the *Osiris* and perform the Dock maneuver to complete the mission.

It looks like your entire team may die here without achieving your objectives. But in a moment of heroism, Botzler decides he can eliminate the dry dock—in a kamikaze maneuver. He sends you a waypoint leading out of the field as he speeds his ship to the installation. You should make your escape while Botzler leaves a fiery farewell.

Objective: Fly to the waypoint. Take the jump hole to the Hamburg system.

Von Claussen uploads a waypoint to your Neural Net. Activate cruise engines and proceed directly toward the waypoint. When you enter the narrow passage surrounded by mines, deactivate the cruise engines and use your afterburner to move quickly to each new waypoint.

Monitor your shield strength carefully; you may be under pursuit from Rheinland fighters and have to replenish your shields at a moment's

FREE PRESIDENT JACOBI

Start Point	Battleship <i>Osiris</i> , Texas System.
Objective	President Jacobi languishes in a maximum-security prison cell. She is The Order's last hope for breaking the Nomads' hold on Liberty. Perhaps there is a chance that she can be reached before the Nomads own her, body and soul.
Difficulty	As bad as it gets. Expect the prison to be heavily guarded. Getting the president will be <i>very</i> difficult.
Enemies Faced	Liberty Navy Fighters. Liberty Navy Cruisers and Battleships, Nomad Interceptors.
Requirements	None.
Rewards	A change in the overwhelming odds against humanity.
Bonus Rewards	\$10,000.




Objective: Meet Orillion on the launch deck of the Battleship Osiris.

After exploring the *Osiris*, repairing your ship, purchasing any weapon or equipment upgrades, and replenishing your ammunition supply, proceed onto the launch deck to meet Orillion for your next mission orders. He's gotten word that President Jacobi is alive and being held in the Alaska system. A loyal group of LSF agents have monitored her status; Juni's old friend Marcus Walker leads these operatives!

Objective: Meet Juni and King outside the Battleship *Osiris*. Fly to the New York jump hole. Take the jump hole to the New York system.

When ready, launch to space and meet Juni and King outside the Battleship *Osiris*. Orillion says you are to take the nearby jump hole into the Badlands in the New York system. You'll meet Walker in Badlands space.

Select the waypoint from your Contact List and use the Go To maneuver to activate cruise engines and proceed toward the jump hole. On arrival, dock with the New York jump hole to enter the Badlands. A wing of Liberty Navy fighters immediately ambushes you. Home sweet home.



Objective	Destroy the Enemy Ships
Enemy:Ally Ratio	5:3
Enemies	Liberty Navy Light Fighters (Level II)
Allies	Jun'ko Zane (Level II), King (Level II)

You're nearing another base, so don't hoard ammunition. Use the necessary missiles and mines to blast the navy fighters out of space. Stick close to Juni and King if you're in trouble; their added firepower should keep Liberty fighters off your tail. Destroy all of the Liberty Navy fighters to complete the objective.

Objective: Fly to the waypoint. Dock with Buffalo Base.

A waypoint appears in your Contact List. It leads to Buffalo Base, a heavily fortified Liberty Rogue stronghold. Marcus Walker plans to meet you on this Rogue base. Activate cruise engines and proceed toward the waypoint. Upon arrival, select and dock with Buffalo Base to complete the objective.



FIGURE 8.9 Here's your chance to stock up on missiles and equipment. Visit the Buffalo Base equipment dealer and rearm!

Objective: Walker has a lead on the president. You have to save her. Meet Juni and King in space outside Buffalo Base.

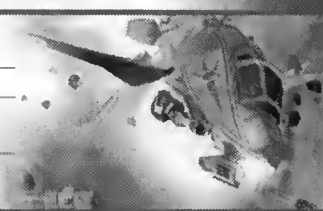
Marcus Walker greets you, King, and Juni on the Buffalo Base launch pad. He has a lead on President Jacobi's whereabouts: She's being held in a Liberty Navy prison in the Alaska system. After receiving your orders, explore the Liberty Rogue Buffalo Base, repair your vessel, and replenish your supply of missiles, torpedoes, nanobots, and shield batteries (see Figure 8.9).

When you're ready, return to the pad, launch to space, and meet Juni and King off Buffalo Base. Walker plans to rendezvous with your group at Zone 21. In the meantime, Orillion has new orders: You must destroy a Liberty Navy satellite that detects cloaked ships. Destroying the satellite will permit the Battleship *Osiris* to move through Liberty space undetected.

Objective: Fly to the in-system jump hole. Take the in-system jump hole. Fly to the navy satellite.

There's a jump hole within the New York system that takes you from the interior of the Badlands to a position near the navy satellite. To get to it, select the waypoint from your Contact List and use the Go To maneuver to activate cruise engines and approach the jump hole. Upon arrival, select and dock with the jump hole to appear in another area of the New York system. Select the next waypoint and proceed toward the navy satellite at cruise velocity.

Objective	Destroy the Navy Satellite
Enemy:Ally Ratio	5:3
Enemies	Liberty Navy Light Fighters (Level II). Weapons Platforms, Navy Satellite
Allies	Jun'ko Zane (Level II), King (Level II)



A wing of Liberty Navy fighters and two weapons platforms protect the navy satellite. Ignore the navy satellite for the moment; there's no time limit governing its destruction. Instead, destroy the enemy fighters while keeping away from the weapon platforms. Stay out of range of the weapon platforms; they are especially deadly. Be conservative with your missiles and mines, as you won't have a chance to rearm until the mission concludes. Upon destroying all enemy fighters, divert your attention to the navy satellite. Approach at close range and use only your guns to obliterate the satellite and complete the objective. You can destroy the platforms if you like, but make sure to conserve your missiles, mines, and repair equipment.

Objective: Fly to the Walker rendezvous. Follow Walker into Zone 21. Enter formation with Walker's ship.

Select the waypoint in your Contact List that leads to Walker's cruiser and his battle group. The group consists of two cruisers, four heavy fighters, and three light fighters. Follow Walker into Zone 21 by entering formation with his cruiser. According to Walker, the Liberty Navy has a jump gate at the heart of Zone 21 that leads directly to the Alaska system. And according to rumor, the navy has been constructing a secret fleet within the system.

TIP >>>

Zone 21 is one big minefield. Remain in formation with Walker's cruiser to avoid getting pummeled by the mines. Monitor your shield strength carefully and use shield botteries if your shield is almost knocked out completely.



As you approach the Alaska Jump Gate, two squadrons of Liberty Navy fighters approach. One such squadron comprises fighters of a new type (Juni notes their unusual weapon configuration). Engage the incoming fighters.

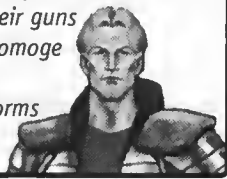
Objective	Destroy Enemy Ships; Defend Order Ships
Enemy:Ally Ratio	8:11
Enemies	Liberty Navy Light Fighters (Level II). Liberty Navy Heavy Fighters (Level II). Weapons Platforms
Allies	Jun'ko Zane (Level II), King (Level II), Lambda Wing (Level II), Walker (Level II), Cruiser <i>Phoenix</i> (Level II), Walker Cover (Level II)



After eight of the Liberty Navy fighters are destroyed, additional enemy reinforcements arrive. Juni begins to use codes to unlock the Alaska Jump Gate so you can enter the Alaska system and evade these attackers. It takes Juni approximately 45 seconds to open the gate. While she works, continue to battle the Liberty fighters. Stick close to the cruisers for added protection while Juni completes her task.

TIP >>>

Two weapons platforms surround the New York Jump Gate, and they can pose problems if you're planning a quick exit. As you dock, the weapons platforms fire their guns and missiles, causing heavy damage to your ship. Take the time to target and destroy both platforms before docking with the gate.



Objective: Take the jump gate to the Alaska system. Follow Walker to the prison station. Dock with Prison Station Mitchell.

As soon as Juni unlocks the jump gate to Alaska, select the gate and perform the Dock maneuver to leave your attackers behind. Upon arrival, enter formation with Walker's cruiser to follow the group toward the prison.

Alaska is a dead-end system—the only exit is the jump gate you just came through! Juni has locked the jump gate to prevent pursuit. Eventually, however, you'll have to make your escape through the same route.

You'll automatically approach Prison Station *Mitchell* if you've followed Walker's cruiser in formation. Once you're within range, dock with the prison station to complete the objective.

You, Juni, and Walker move through the dilapidated prison and locate President Jacobi, confined and under the guard of the chancellor and his bodyguards (all under the influence of Nomad possession). After a tense firefight, you and your fellow heroes rescue President Jacobi from the threat of complete alien influence, and flee the prison.



FIGURE 8.10 Walker's cruiser obliterates the two battleships blocking your exit. Activate cruise speed and proceed to the gate!

Objective: The president is in your hands now; get her to safety. Follow Walker to the New York Jump Gate.

Hostile ships are everywhere. Juni orders you to ignore them and follow Walker to the New York Jump Gate. Enter formation with Walker's cruiser so you maintain position and cruise velocity. The enemy forces, for the first time, include Nomad Interceptors. Ignore the threat and fly in formation toward the New York Jump Gate.

As you approach the gate, you can see that there are two Liberty Navy battleships blocking passage. The only way out is to punch through them, but it's nearly impossible. Battle the nearest Liberty fighter and wait, while Walker makes a fatal decision (it occurs within 30 seconds of the start of the fight).

Walker decides that the battle is not winnable. A true warrior, he sets a collision course for the two enemy battleships (see Figure 8.10). The plentiful gravometric mines on Walker's cruiser are more than sufficient to destroy the two battleships. Walker sacrifices himself for the group, and provides the opportunity for you and the rest of your group to get the president out of the Alaska system.

Objective: Take the jump gate to the New York system. Fly to Buffalo Base.

Select and dock with the jump gate to the New York system. Upon arrival, select the waypoint in your Contact List and proceed toward Buffalo Base. Deja vu! Your group is cut off at the pass once again; the Liberty Battleship *Omaha*, with three Cruisers and an escort of Liberty and Nomad fighters, blocks the route to Buffalo Base. The commander of the *Omaha* demands that you hand over the president.

Objective	Defend Order Ships
Enemy:Ally Ratio	10:3
Enemies	Nomad Interceptors (Level 11), Liberty Navy Light Fighters (Level 11), Liberty Cruisers (Level 16), Battleship <i>Omaha</i> (Level 18)
Allies	Jun'ko Zane (Level 11), King (Level 11), Survivors from Walker's Escort



This is another battle that's not about winning, but surviving. You must survive the fight long enough to be rescued! Steer clear of the cruisers and the *Omaha* and engage the Liberty fighters as far from the capital ships as possible. Use your cruise engines to get away from persistent attackers if your ship is taking too much damage. Optimally, you should maneuver to the left of the *Omaha*, so when the rescue team does arrive, it won't take you long to reach their position.

Objective: Dock with the Battleship Osiris.


The Battleship *Osiris*, in the hands of Liberty's rebel humans, uncloaks near the *Omaha*. Here's your rescue opportunity. When you regain control of your vessel, proceed directly toward the *Osiris* and use your cruise engines or thrusters to position your ship quickly beneath it, where its docking bay is located. When you're in position, perform the Dock maneuver to quickly reach the safety of the *Osiris* and complete the mission.

WARNING >>>

Nomad vessels rely on power, not armor. Their ships lack shields and have relatively weak armor, but the high-powered Nomad weaponry can obliterate your shields in just a few hits. Remain fully stacked with nanabats and shield batteries when facing the Namads!



ON THE EDGE OF VICTORY AND DEFEAT



Start Point	Battleship Osiris, Omicron Minor System.
Objective	Extract a Nomad power cell from an unknown alien structure in this system. You have to use your tractor beam to get the needed power cell.
Difficulty	Off the chart. The attack on the Nomad Lair is a suicide mission.
Enemies Faced	Nomad Interceptors, Nomad Gunboats.
Requirements	None.
Rewards	This is not about money; it's about survival.
Bonus Rewards	\$10,000.

Objective: Meet Juni and King outside the Battleship Osiris.

In order to activate the alien artifact, Quintaine and Sinclair need a Nomad power cell. Fortunately, sensors have detected such an item within an unexplored alien structure in the Omicron Minor system. Upon acquiring the Nomad power cell, all groups will rendezvous at The Order's base on Planet Toledo.

Before launching to space, take the opportunity to restock your ammunition and equipment on the Battleship *Osiris*. If you can, stock up on everything you can, mines, missiles, torpedoes, the works—you'll need them for the fight to come. You should also consider upgrading your weaponry if the choices exist. Complete any necessary repairs and return to the launch pad. Launch to space and meet Juni and King outside the *Osiris*.

Objective: Fly to the waypoint.

The alien structure, known as *Nomad's Lair*, lies within a plasma cloud that prevents deeper scans. It's an enormous disk-like structure with upper and lower entry ports. Although scans report no Nomad vessels in the area, the *Osiris's* scanners aren't powerful enough to detect cloaked Nomad ships.

The biggest problem is the jump hole out of the system—it's destabilizing fast. You only have ten minutes; if at the end of that time you have failed to return through the jump hole with the Nomad power cell, the mission ends in failure.

Objective: Destroy the shield generators.

As you approach *Nomad's Lair*, Nomad ships uncloak all around your position. The alien structure suddenly comes alive as passive and active defenses activate and your Contact List overflows with hostiles. In clear view, a gigantic shield dome appears over the entrance to the lair. In order to enter the structure and retrieve the power cell, three separate shield generators must be destroyed (see Figure 8.11).

Juni and King occupy as many Nomad fighters as they can, but the odds are overwhelming. You must destroy the shield generators. Remember that time is critical; you must complete this task quickly or the jump hole will destabilize and the mission will end in failure. Select the closest shield generator as you approach the structure (or use your Contact List). As soon as the shield generator is within firing range, destroy it. The shield generators are heavily armored. Activate all your weapons and concentrate your fire. If you're close enough, your mines will track to the generator. Be careful, as you will be attacked from all sides by both turrets and fighters.

After destroying the first shield generator, select the next by using your Contact List. Don't waste time activating cruise engines. Maximize your speed and use your afterburner to maneuver around the disk to the next shield generator. Avoid bumping into the side of the structure as this both decreases your speed (making you take longer) and damages your ship's shield or hull. Finish off both remaining shield generators to receive your next mission objective.

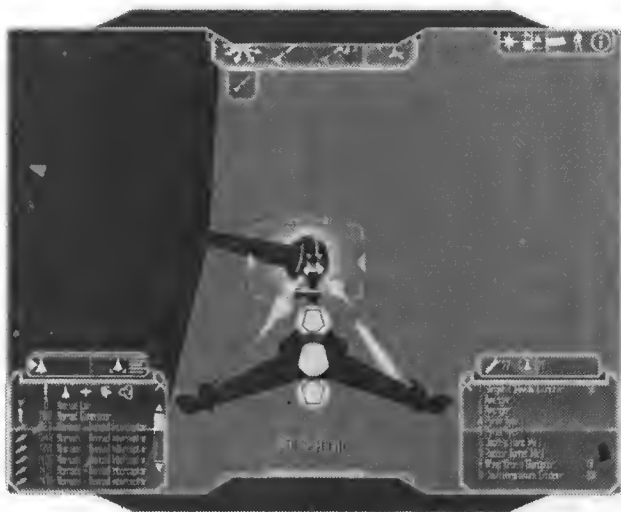


FIGURE 8.11 Target and destroy the three generators that power the shield covering the disk's ports.

maneuver). Fly down into the core of the alien structure. It's here that you'll find the Nomad power cell.

When the Nomad power cell appears on screen, immediately select it so you can quickly use your tractor beam on the object as you pass by. Completing this task is all about speed. There's likely not much time left before the jump hole destabilizes and it's very easy to waste time within the structure. Activate your tractor beam once you've selected the power cell (see Figure 8.12). Don't turn around. Continue flying forward and you'll exit the structure through its second exposed port.

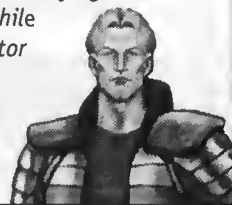
Objective: Break off your attack and fly to the Omicron Minor jump hole.

The number of fighters has escalated and larger, deadlier gunboats now accompany them. Time is critical. Ignore these enemies and select the waypoint marked at the Omicron Minor jump hole. Activate cruise engines immediately and proceed at full velocity to the jump hole. Don't worry about King and Juni; they'll catch up. Select the jump hole on your screen and, once you're within range, perform the Dock maneuver to automatically dock with the jump hole upon arrival.

But it's out of the frying pan and into the fire. The Nomads pour into the Omicron Minor system and must be stopped before they reach The Order's base on Planet Toledo. You're ordered to engage the Nomad vessels, which include both interceptors and gunboats.

TIP >>>

The shield generators are resistant to torpedoes and you may find your guns more effective (and economical) at quickly destroying them. Use your strafe keys while attacking to keep the generator in your sights and present a moving target to any Nomad fighters that may be on your tail.



Objective: Fly to the core, tractor in the Nomad power cell, and exit the structure.

A new waypoint appears in your Contact List. It leads directly into the now-exposed port into the alien structure. Still using your afterburner, maneuver to the waypoint and enter the alien structure (there's no need to use the Dock



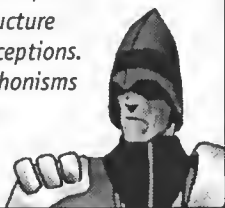
FIGURE 8.12 This is the power cell that Quintaine needs to reactivate the alien artifact. Use your ship's tractor beam to place the power cell into your cargo hold.



Objective	Destroy All Nomad Ships
Enemy:Ally Ratio	6:1
Enemies	Nomad Interceptors (Level 12). Nomad Gunboats (Level 16)
Allies	Jun'ko Zane (Level 12). King (Level 12). Von Claussen (Level 12)

WARNING >>>

The olien structure provides little room to maneuver. Couple that with the time constraints, and getting through the structure fast could be a problem! Concentrate on positioning your ship away from the obstacles before using the afterburner to advance. Be aware, too, that the enormous scale of the structure can deceive your distance perceptions. Hitting the walls or olien mechanisms will slow you down and could even jolt your ship into the opposite direction.



As you've seen in previous missions, the Nomad fighters are not well armored, but carry powerful, shield-crushing weaponry. It's best to keep your distance from the Nomad fighter groups. Use the asteroids as cover from the onslaught of Nomad fighters and gunboats. Try to stay calm and be conservative with your shield batteries. The Nomads can drop your shields in a heartbeat if you wander into their firing cone.

Be very wary of the Nomad gunboats. While the fighters are deadly in groups, each one can be destroyed in a burst from your guns. The gunboats are much more resilient and many times more deadly. Try to destroy them with torpedoes and missiles if you have them left and always stay toward the gunboats' rear to avoid its line of fire.

Objective: Fly to Planet Toledo. Dock with Planet Toledo.

Planet Toledo is the secret home of The Order, built by Orillion out of nothing in just a few months. After you finish off the Nomads around the jump hole, select the waypoint to Planet Toledo. As you approach, select the Toledo Docking Ring and perform the Dock maneuver to land on the planet and deliver the Nomad power cell to Quintaine and Sinclair.

THE TROUBLE WITH NOMADS



Start Point	Battleship <i>Osiris</i> . Omicron Minor System.
Objective	Fly into the Nomad home system and activate the <i>hyper gate system</i> .
Difficulty	Hellish. The attack on the Nomad home world is another suicide mission.
Enemies Faced	Nomad Interceptors. Nomad Gunboats. Nomad Battleships. Nomad Weapons Platforms.
Requirements	None.
Rewards	This is not about money; it's about the survival of mankind.
Bonus Rewards	\$20,000. Orillion offers you one of the highly sophisticated Order Heavy Fighters as a reward. The dealers on Toledo will give you what ever you desire: a new ship, weapons, shield, etc.

Objective: Launch to space.

Quintaine and Sinclair have made a breakthrough discovery regarding the alien artifact. They believe the artifact unlocks a *hyper gate* system erected by the race that once controlled the Nomads. The scientists are convinced that once the hyper gate system is reactivated, it will drain the Nomads' power source. Without power, the Nomads will be much easier to control.

Explore Toledo Base before launching to space, because you're going to be sent immediately into a difficult combat situation. You'll have a chance to rearm and repair during the mission, however, so don't spend all of your credits at this point. If you do, you might not have enough funds to repair your vessel for the last stage of the mission. Make ship-repair your top priority, then replenish your supply of shield batteries and nanobots to keep your ship intact during battle. When you're ready, return to the launch pad and launch to space. Prepare for battle!

Objective	Defend Order Base, Destroy Nomad Battleship
Enemy:Ally Ratio	4:1
Enemies	Nomad Interceptors (Level 12), Nomad Battleships (Level 16)
Allies	Jun'ko Zane (Level 12)

This battle is only to buy time until Quintaine and Sinclair have the artifact ready to take to the Nomad home world. You'll be called back to land on Planet Toledo, but you won't have a chance to rearm or repair, so be careful in this difficult battle. Monitor your shield strength carefully; Nomad fighter weapons can erase your shield in a matter of a few hits.

Within a minute of the battle's start, Juni reports that a Nomad battleship is uncloaking. She uploads waypoint coordinates into your Neural Net (see Figure 8.13). Select the waypoint and proceed at afterburner speed to the Nomad battleship. Launch a torpedo at the battleship or destroy the vessel at close range with your guns. Continue to battle the Nomad fighters (retreating to recharge shields as necessary) until Orillion orders you back to Toledo's surface.

Objective: Dock with Planet Toledo.

When ordered, select the planet's docking ring and use your afterburner (or cruise engines if you aren't under immediate attack) to approach. Perform the Dock maneuver when you're within range of the ring, and land on Planet Toledo. You automatically greet Orillion, then escort Quintaine and Sinclair to the launch pad, and return to space.



FIGURE 8.13 Move toward the Nomad battleship at afterburner speed. Obliterate the vessel with torpedoes, missiles, or close-range guns.

Objective: Escort Sinclair to the Battleship *Osiris*. Dock with the Battleship *Osiris*.

When you return to space, Nomad fighters and a battleship are still pounding The Order's base. You're ordered to ignore the firefight and escort Sinclair to the Battleship *Osiris*. Select the waypoint uploaded into your Neural Net. Activate cruise engines and ignore the Nomad battleship and its escorts. Move as quickly as possible to the safety of the *Osiris*

Upon arrival, use the Dock maneuver to land on the *Osiris*. Here's your chance to rearm and repair. You won't have another opportunity before the mission ends, so we recommend that you spend the necessary credits on ship repair, upgraded weaponry, replenished ammunition, etc. Maximize your ship's potential before this climatic battle against the Nomads!

Objective: Meet Orillion in space outside the Battleship *Osiris*. Follow Orillion to the jump gate. Dock with the Nomad jump gate.

When ready, launch to space, where you meet Orillion. Scans indicate an alien jump gate into Nomad space nearby. The *Osiris* is too large for the Nomad gate and won't be able to assist in the battle. Instead, the *Osiris* will create a diversion on the other side of the system in hopes of luring Nomad fighters away from the jump gate.

Enter formation with Orillion's ship, and follow it to the jump gate. (Or select the waypoint in your Contact List and use the Go To maneuver to proceed to the gate.) The Nomads—not a welcoming bunch—have positioned interceptors and a battleship near the gate entrance.

This is your last significant battle with Nomad-controlled fighters and capital ships. Don't hesitate to use most of your missiles and mines against these ships, and protect yourself well with liberal use of shield batteries and nanobots. Retreat from the bulk of the Nomad force if you're under heavy attack. Allow your wingmen to weaken or destroy the Nomad forces while you recover, and return into battle with shields at full charge. When ordered, dock your vessel with the immense Nomad jump gate to enter their space.



Objective	Take Out Nomad Ships
Enemy:Ally Ratio	1:1
Enemies	Nomad Interceptors (Level 12). Nomad Battleship (Level 16)
Allies	Jun'ko Zane (Level 12). King (Level 12). Orillion (Level 12). Van Claussen (Level 12). Support Wings (Level 12)

Objective: Head to the barrier. Destroy the generators.

You've entered the outskirts of a *Dyson sphere*, an enormous shell around a living sun. The interior surface is home to the Nomads. Aim your ship toward the surface (specifically the circular formation) and proceed at cruise velocity toward the barrier. Nomad fighters appear and attack—but continue toward the barrier. A shield surrounds the entrance to the Dyson sphere. You must destroy the four generators that surround the shield. Each generator is positioned within a narrow trench around the shield (see Figure 8.14).

Get within close range of each generator, and destroy the structures with your guns. Maneuver through and around the trench, using your afterburner. Reach each generator as quickly as possible; the remainder of your battle group will occupy the Nomad forces until you've completed the task. Once all four generators are destroyed, the shield falls and you can enter the sphere—home world to the Nomads.

Objective: Enter the Dyson sphere. Fly to the waypoint. Destroy the Nomad power generators.

With the shield down, fly through the opening into the Dyson sphere. A new waypoint appears in your Contact List. It's the Nomad headquarters—protected by another shield! You must find a way to lower the shield in order to activate the artifact. Cycle through targets within your Contact List to discover the *Nomad Power Generators*. Unlike the generators you saw on the Nomad's Lair, these generators are large organic objects that resemble floating islands. Each power generator is surrounded by weapons platforms, so be careful on your approach. Your battle group will occupy most of the Nomad fighters, but you might still have to deal with the weapons platforms.

Notice how the power generators are connected to the central structure, supplying it with power (see Figure 8.15). Blast the power generators with missiles and guns until they're destroyed. When you have obliterated all power generators connected to the central structure, it will drop its shield.



FIGURE 8.15 Demolish the generators that supply power to the Nomads' central structure.



FIGURE 8.14 The Nomads have erected a shield around the entrance to their Dyson sphere. Destroy all four generators to lower the shield.

Despite the possible danger, you activate the artifact and erect the hyper gate system. As the scientists had theorized, this is the Nomads' Achilles' heel. The energy redistribution is too much for them, and their strange starships are whirled away in a vortex of cleansing energy as their dead masters' machines come back to life. That's it! You've saved the colonies from certain destruction at the hands of this alien force!

When you meet Juni again on Planet Manhattan four weeks later, you're for hire once again, a freelancer without a care in the universe—for now.

Upon completing the story-based missions, you can continue to explore the *Freelancer* universe and visit systems, planets, and bases that you never reached during the campaign. There are more exotic sights and surprises in the universe, and ever-more-desirable ships and weapons available for purchase (although they require more money than you currently have). So keep running cargo or accepting combat contracts to earn more credits; upgrade your weaponry and equipment; and seek out new worlds. Congratulations, and good luck, freelancer.

9

RANDOM-MISSION STRATEGIES

A freelancer is virtually nothing without work. A trader's life may be for some, but others will seek out combat. Factions all over the sector are looking for freelance fighter pilots to complete important—sometimes dirty—jobs. Succeed and you'll earn credits, the freelancer's lifeblood that funds new ships, weapons, and equipment, and all their upgrades. Some jobs may seem heroic, such as eliminating a criminal threat, while others may sound diabolical—such as assassinating a government leader. Your reputation lies in your hands.

This chapter covers strategies for the random missions available on job boards (as well as from bar patrons) throughout the *Freelancer* universe. The objectives are random but there are six different mission types, which we've called *assassinate*, *capture prisoner*, *destroy loot*, *kill ships*, *kill station*, and *tractor loot*. In this chapter you'll find general strategies for selecting, preparing for, and completing random missions, and we'll give you more detailed explanation of the six mission types.

GENERAL STRATEGIES

Your first order of business is finding work. To do so, walk into the bar on any planet or base. Bars are always good sources of conversation, intriguing rumors, and the latest news. They're also the site of the all-important job board (see Figure 9.1). View the job board or speak with bar patrons to seek out paying work. (Place your mouse cursor over a bar patron. If the cursor turns into a *suitcase* icon, he or she has work to offer.)

The following are general strategies to consider when selecting and preparing for random missions.

- Different bases offer different missions, and more populated bases typically offer more missions. If you don't see something you'd like to accept, try other bases. Random-mission difficulty levels increase the farther you are from Liberty space, and you'll be paid more for more-difficult missions. Tables 9.1 and 9.2 reveal the approximate difficulty level of random missions by system (the higher the number, the more difficult the mission) and the approximate payout per difficulty level.
- If a mission turns out to be too difficult, or you decide that you don't want to finish, you can always abort the mission by activating your *Novigation Mop*, or *Nov Mop*, and selecting *Abort Mission*. There are consequences to your actions: Aborting a mission affects your reputation—and not in a good way—with the faction that offered the mission.



FIGURE 9.1 The job board is a freelancer's gateway to credits, reputation, and random missions.

RANDOM MISSIONS IN MULTIPLAYER

Random missions are a little different in Freelancer's Multiplayer Mode. You have one "life" for every member in your group. The Mission Commission only cares about ships lost in battle at the mission waypoint; if you lose a group member in another system or for any other reason, it has no bearing on the mission. Once you've exhausted all your group "lives," the Mission Commission will call the mission off.

If you abort a mission in multiplayer, that mission is aborted only for you, but you are removed from the group. You can rejoin the same group later, but you will still receive the reputation penalty for aborting earlier.

The shady barfly mission vendors and job boards offer harder missions in Multiplayer Mode, so be careful if you're flying solo. Some of the more difficult missions should be tried only with a large group of players!

Table 9.1:
**Random-Mission Approximate
Difficulty Level by Star System**

Star System	Region	Difficulty
New York	Liberty	1-2
California, Colorado, Texas	Liberty	1-4
New London	Bretonia	4-6
Cambridge, Leeds	Bretonia	6-10
Manchester, Dublin, Edinburgh	Bretonia	8-13
New Tokyo	Kusari	10-15
Shikoku, Kyushu, Honshu	Kusari	13-17
Hokkaido	Kusari	15-19
New Berlin, Hamburg, Stuttgart, Frankfurt	Rheinland	17-21
Dresden	Rheinland	19-23
Magellan	Independent Worlds	6-10
Cortez	Independent Worlds	8-13
Kepler	Independent Worlds	13-17
Galileo	Independent Worlds	15-19
Hudson	Independent Worlds	19-23
Bering	Independent Worlds	21-25
Omega-3	Border Worlds	10-15
Omega-19, Tau-29, Tau-31	Border Worlds	15-19
Omega-7, Omega-13	Border Worlds	19-23
Omega-11, Omega-17, Tau-23	Border Worlds	21-25
Omega-5	Border Worlds	25-29
Tau-37	Edge Worlds	25-29
Omicron Theta	Edge Worlds	27-31
Omega-41	Edge Worlds	31-35
Omicron Beta	Edge Worlds	35-39
Omicron Alpha, Omicron Gamma	Hispania	35-39

Note: Criminal faction bases in listed systems often offer more difficult missions. In multiplayer, the maximum difficulties are about five to six levels higher than single-player made.

Table 9.2:
**Random-Mission Approximate
Payout by Difficulty Level**

Difficulty	Payout
1	\$2,200
2	\$2,600
3	\$2,900
4	\$3,200
5	\$3,600
6	\$3,900
7	\$4,300
8	\$4,800
9	\$5,300
10	\$5,900
11	\$6,600
12	\$6,900
13	\$7,200
14	\$8,100
15	\$9,000
16	\$10,100
17	\$11,200
18	\$12,600
19	\$14,000
20	\$15,800
21	\$17,500
22	\$19,800
23	\$22,000
24	\$25,000
25	\$27,900
26	\$31,630
27	\$35,300
28	\$40,100
29	\$44,900
30	\$51,000
31	\$57,000
32	\$65,000
33	\$73,000
34	\$83,000
35	\$93,000
36	\$107,000
37	\$120,000
38	\$133,000
39	\$146,000
40	\$168,000
41	\$190,000
42	\$218,000
43	\$247,000

- The *Mission Commission* is an independent contractor that administrates all missions. The commission monitors your progress and will let you take as long as you wish in getting to the mission waypoint. But once you've engaged the enemy, the Mission Commission won't let you run. Stay within 2,500 meters of the waypoint or the commission alerts you to return to battle. If this happens, adjust your heading and move toward the waypoint until the warning ceases.
- When selecting a random mission, consider the payment-to-repair ratio. If a mission pays well but is extremely difficult, you might spend most of your pay repairing your ship, replenishing missiles and equipment, and possibly even replacing destroyed weapons. Instead, consider an easier, lower-paying mission that—with luck—will require less expenditure once it's completed.
- Prepare carefully before embarking on a random mission. Make your ship repairs, consider weapon upgrades, and restock your supply of nanobots and shield batteries (see Figure 9.2). Venturing out with a damaged ship is a risky move. A few hits to your hull, and expensive weapons—or your thruster—could get blown to bits. Then again, the money saved on repairs could fund a future ship upgrade. It's your decision.
- Fighters are better equipped than freighters for random missions. Fighters have more missile mounts, are more maneuverable, and accelerate and decelerate faster, making them more agile in combat situations. Plus, most fighters can hold more nanobots and shield batteries than freighters can. Freighter pilots should stick to the commodities trade. But it's always possible to double your action in a fighter by selecting a random mission and hauling some cargo at the same time!
- If you've destroyed some enemies and are told to head to another waypoint, do a quick loot sweep in the area by selecting the Loot filter in your Contact List. Some valuable loot (such as weapons, commodities, or shield batteries) might be floating in the rubble. Tractor the valuables in before moving to the next location.
- Remember that these random missions have a direct effect on your reputation. If you're seeking to improve your relationship with a faction, don't accept missions against that faction—or its allies. Check out Chapter 2: "Factions and Reputation" for more information on maintaining (or destroying) your reputation.



FIGURE 9.2 Visit a dealer before heading out on a random mission. Prepare yourself with the equipment you need before facing hostiles.

MISSION TYPES

In this section you'll find descriptions of, and general strategies for, the six types of random missions: *assassinate*, *capture prisoner*, *destroy laa*, *kill ships*, *kill station*, and *tractor laa*.

In *assassinate*, *capture prisoner*, *destroy laa*, and *tractor laa* missions, friendly fighters won't provide support—you're on your own! In *kill ships* and *kill station* missions, the faction that offered you the job will sometimes send ships to assist. But read the offer carefully: If the faction states that they'll send help once you get there, you never know how soon or late they'll arrive. If the faction states that a squad of their ships has already engaged the enemy, you know help is already there.

Assassinate

Assassinate missions are similar to standard ship-to-ship battles, except that you're seeking a specific pilot or target. Unlike *kill ships* missions, however, you'll have no allied support. Think of *assassinate* missions as slightly harder *kill ship* missions. They're very similar in orders and execution, but you won't be helped.

Consult your Nav Map to view your objectives for the mission, and note the name of your target. Expect the target pilot to be accompanied by several escorts. In fact, you might have to go to additional waypoints in search of the specific fighter. If you've destroyed some hostile ships and are told to search a new waypoint for the target, take the time to tractor in any of the loot left behind in the wreckage. Once your target pilot is assassinated, the Mission Commission sends its congratulations and your payment.

Capture Prisoner

Capture prisoner missions are similar to the *tractor laa* type, but instead of grabbing an inanimate piece of cargo, you're capturing a specific person. This mission type also is similar to *assassinate*, because you're ordered to battle and capture a specific pilot. You must destroy the target's ship, seek out the *escape pod*, tractor the pod into your cargo hold, and return to the planet or base where you were assigned the mission (see Figure 9.3).

Since you aren't awarded payment for your prisoner until you return, the trip back to the base may have its dangers, in the form of random

TIP >>>

A cruise disruptor missile is a valuable weapon when you have been ordered to eliminate a specific target. If the ship attempts to escape the fight, fire a cruise disruptor to disable the target's cruise engines. Toggle your afterburner to catch up to the target, launch missiles, and fire your guns to punish the target for the escape attempt!



FIGURE 9.3 Don't forget what you're doing on *capture prisoner* missions: Use your tractor beam to grab the prisoner before returning to base!

encounters (see the sidebar that follows). Therefore, you should prepare for a *capture prisoner* mission a bit more diligently. Since you may face added danger before you've completed the mission, equip your ship with added nanobots and shield batteries to administer hull and shield repairs on the fly. Consider packing additional missiles and mines, as well, in case you face more vessels.

After destroying the target ship, select its escape pod on your Contact List. Use the *Ga Ta* maneuver to engage your autopilot, and automatically move within tractor range (approximately 1,500 meters) of the wreck. Activate *Tractor Beam* to haul in the prisoner. Return to the planet or base that offered the mission—use the waypoints provided or choose your own path using your Nav Map—to receive your payment.



RANDOM ENCOUNTERS

Engaging in battle doesn't always require that you be on a mission—sometimes the battle finds you! More than 40 unique factions—each with its own agenda, allies, and enemies—populate the Freelancer universe. Odds are excellent that you'll encounter a group that doesn't like you very much! When this happens, expect to be fired upon. It's certainly not required that you engage in battle with these aggressors. Depending on your ship's condition, escape may be a better option. However, if you aren't looking to improve your standing with the attacking faction, are looking for a fight, or perhaps want to search their rubble for profitable loot, by all means have at it!

Escaping isn't always easy—the attackers are just as fast as you are. You could activate cruise engines as a means of escape, but aggressors often will fire cruise disruptors to foil your escape. Heading to the nearest trade lane and dacking is a possibility. Sometimes the trade lane's shields are shut down, however, disrupting the lane. This can be the work of pirates looking to pounce on your ship. If the lane is functioning, and if you can make it to the dacking circle, head for a friendly base or faction. There you'll find assistance against the attackers, which will make the battle much easier.

Destroy Loot

In *destroy loot* missions, your target is carrying something illegal that requires destruction (such as a dangerous virus). Instead of using your tractor beam to haul the loot into your cargo hold, you're ordered to destroy the loot! Complete the mission's initial steps as you would an *assassinate* mission: Consult your Nav Map for your objectives and learn your target's name. Target his ship and destroy his vessel to release the loot into space.

Target the loot, whatever it is, using your Contact List. Then use the *Go To* maneuver to adjust your heading directly toward the object. When you're within firing range, use guns or turrets to eliminate the loot. It's quite small, so you'll likely need to move within 200 meters to strike the target successfully. Once the loot is destroyed, the Mission Commission awards your payment.

Kill Ships

Kill ships is perhaps the most straightforward of random-mission objectives (see Figure 9.4). Simply destroy all hostile ships at the designated waypoint! Check the *job orders* carefully and note whether or not you'll have assistance. No assistance means more danger, which means higher pay! Upon completion, the Mission Commission immediately transfers payment. You may have to visit multiple waypoints to get rid of all the hostile fighters. Continue to each waypoint uploaded by the commission until you have been told that you are successful. (Be sure to check each area for loot before setting each new course.)

Since it's your only task, it's not unusual to face more hostile ships in *kill ships* missions than on other random missions. Prepare your vessel accordingly. Conduct repairs, especially to damaged weapons (which could be destroyed easily if hit), replenish ammunition supplies, and consider maximizing your supply of nanobots and shield batteries.

During the battle, keep an eye on your Contact List. It's likely several of the hostiles haven't even arrived at the waypoint. If you spot incoming hostile ships, attempt to destroy any remaining close-range enemies as quickly as possible—by expending missiles, if necessary—so you aren't facing difficult odds. Be prepared to use your afterburner to make evasive maneuvers; once the arriving ships are within range, you're going to be an inviting target on their initial attack run.

Kill Station

Kill station missions combine *kill ship* missions with immobile targets, such as space stations or weapons platforms. Target and destroy defending hostiles before engaging the immobile target, particularly if it's a weapons platform (from which you should keep your distance while you battle the defenders). Clear out all defenses before engaging the station or platform. It's much easier concentrating on one set of targets instead of attempting to battle both at the same time.

You can utilize missiles and torpedoes to eliminate weapons platforms or stations. Remember that these weapons *won't track* stationary targets, so you must line up correctly before firing. Use the Go To maneuver to adjust heading directly to the target. Fire missiles or torpedoes at as close a range as you dare, to efficiently damage or destroy the target. The Mission Commission sends payment once all targets have been eliminated.

Tractor Loot

Tractor loot missions are similar to *capture prisoner* missions. Instead of hauling a prisoner back to the planet or base that offered the mission, however, you're hauling an item. You're still after a specific pilot, and that target has something that your employer wants (such as research, or blueprints). To succeed in the mission, you must destroy the target vessel, locate and approach the appropriate loot, activate your tractor beam to capture the cargo, and return to the planet or base that offered the mission to receive payment.



FIGURE 9.4 You're ordered to destroy all hostile ships at the waypoint. Prepare for a hectic engagement!

WARNING >>>

In kill ships random missions, there may be weapons platforms nearby. If you aren't ordered to destroy a weapons platform, it's a good idea to remain at a distance. Hostile ships and weapons platforms together are a dangerous combination. Keep away from the platforms but within the ore, so the Mission Commission doesn't think you're trying to flee!



After destroying the target, select the loot using your Contact List. Use the Go To maneuver to approach within 1,500 meters of the loot in the debris. Activate the tractor beam to place the loot into your cargo hold. Proceed back to base using the uploaded waypoints (or find your own route, using the Nav Map). You may face additional dangers while returning to the planet or base. Prepare accordingly before the mission by purchasing additional ammunition or equipment.



10

MULTIPLAYER STRATEGIES

Freelancer's single-player and multiplayer modes have plenty in common. It's essentially the same universe, and you're free to roam around and choose your destiny at your leisure. Become a commodities trader in the Bretonia system, accept missions for Kusari's Blood Dragons, or explore the Border Worlds in search of better weapons and ships. The choice is yours.

This chapter contains information and strategies specific to *Freelancer's* multiplayer gameplay mode. The multiplayer game is similar to the single-player game but there are important differences: You have no story-based missions, for instance, but you do have the ability to trade or chat with your fellow players. And you can form groups to complete random missions with fellow freelancers. The multiplayer game can be played either cooperatively or competitively—dog-eat-dog. The world is open for you to explore. Earn a living, build your net worth through ship and weapon upgrades, and carve your own niche in the Sirius Sector.

MULTIPLAYER BASICS

Freelancer's multiplayer component covers its entire universe. Click on the *Multiplayer* button on the game's *Main Menu* and select a server (the lower the "ping" the better for online gameplay) to get started. If it's your first time on that server, you're prompted to create your character. (Your character's progress will be saved on this server if you choose to return and continue your game.) Choose your name and load the character to begin *Freelancer's* Multiplayer Mode. If you quit after playing awhile, and later return to the server, simply load the same character to begin again in the system and base you left.

Before choosing Multiplayer Mode in *Freelancer*, you should know about some of its important differences from the single-player game.

- There are no story-based missions in the multiplayer game. In order to play *Freelancer's* 13 story missions, select *New Game* at the Main Menu and play the game solo. Multiplayer Mode includes only the random missions to be found in the bars around the universe, which can be played solo or cooperatively.
- These random missions, accepted from bar patrons and job boards, are generally more difficult than those in the single-player game (see Figure 10.1). Be cautious when attempting random missions alone. If you're finding a job too difficult, chat with other players on the server, form a group, and tackle missions together.
- In these random missions, the number of players attempting a mission together matters. The *Mission Commission* will only call the mission off if all members of the group die at the mission waypoint. (If you lose a group member in another system or far away from the target, it has no bearing on the mission. See the comments on death in the second paragraph that follows.)
- Aborting a mission in multiplayer only aborts the mission for *you*, but it also removes you from the group. After aborting a mission, you're free to rejoin the same group later, but you'll still have received the *reputation penalty* for aborting.
- If your ship blows up in space, you, your ship, and your mounted equipment are resurrected at the last base from which you launched. But there is a price for death. You lose everything in your cargo hold, including commodities and unmounted equipment (any weapons, shields, or thrusters that weren't equipped on your ship). Your cache of shield batteries and nanobots counts as mounted equipment and is resurrected along with you and your ship.



FIGURE 10.1 Join a group before accepting tough job contracts from bars.

- You can trade with other players who are on your multiplayer server at the same time that you are. Perhaps friends have extra weapons, or a hold full of valuable commodities they don't need. Open the *Trade* window and exchange weapons and goods. You can even pay other players for their valuables.
- Your current ship, not your player rank, limits the equipment you can mount at any time. Each ship has equipment-level restrictions (see Chapter 4: "Ship Statistics" for a complete list of ships and their equipment-level restrictions). Weapons and equipment can be purchased by a player of any rank, but still must be used on the appropriate ship.

CHATting, GROUPING, AND TRADING

In the multiplayer game, two additional icons appear in your *Neural Net* at the top right-hand corner of the screen. These icons control the *chat* and *grouping* functions in multiplayer.

Press the Chat icon to enter dialog with other *Freelancer* players currently on the server (see Figure 10.2). Open a chat window by pressing the Enter key, type your message, and then press Enter again to send the message. Three separate chat channels allow you to speak with specific players on the server. Select the System channel to send a message to everyone on the server; choose the Group channel to contact players within your group; and select Private to send a message to a specific *Freelancer* player. Use the Up Arrow and Down Arrow keys on your keyboard to cycle through the three chat channels while the chat input box is open.

Whether you're playing cooperatively or competitively, the chat function is a vital part of the *Freelancer* multiplayer experience. *Cooperative* teammates will use chat to suggest a rendezvous point or to coordinate your attack on a group of hostiles in a random-mission sortie. *Competitive* players (see the "General Strategies" section later in this chapter) may assume the roles of aggressor or defender, where the aggressor demands the contents of the defender's cargo hold or the aggressor will unleash weapons fire. Chat brings the *Freelancer* universe to life through its players.

The other additional icon in the multiplayer *Neural Net* controls the grouping function. Becoming part of a group allows you to use the Group chat channel to speak directly to members of the group instead of broadcasting your message to the entire server. Joining a group allows you to complete random missions as a team. You can join an existing group by accepting an invitation or even start your own group and invite other players to join. Invite players to join your group by targeting their ship and clicking on the Group icon in the target window.



FIGURE 10.2 Open up the *chat* window to send messages to everyone on the server, to your group, or to a specific player.

NOTE >>>

Random-mission payments are divided among all members of the group. Difficulty levels for random missions increase in Multiplayer Mode, so it's wise to tackle the tougher missions as a group. (But the larger the group, the smaller your share.)



The rules governing random missions in Multiplayer Mode are different than those in Single-Player Mode. If you abandon the group (or if you're disconnected from the server) while on a mission, it's the same as failing or aborting the mission. Your reputation suffers accordingly with the faction that offered the mission. If you rejoin the group and finish the mission with your teammates, you'll receive the payment *and* your reputation with that faction will be somewhat improved. If you die during a mission, you still receive payment, and if any member of the group manages to complete the mission, your reputation will rise along with that pilot's (see Figure 10.3).

Trading is another important element of the *Freelancer* multiplayer game. You can trade anything in your cargo hold, which includes your credits, all unmounted equipment, and all commodities. You can't trade any weapons or equipment (such as shields and thrusters) currently affixed to your ship. To offer a trade, target the ship of the player with whom you wish to deal, then click the Trade icon in the target window. If a player initiates a trade with you, click on the Group function in your Neural Net.

Agreeing to a trade opens up the transaction window, where both players can negotiate an exchange of money, goods, or both. If you are proposing a trade, select an item from your *Inventory* window (and determine the quantity of the item, if applicable). To agree to a trade, use the *Accept Trade* button. You can cancel a trade at any point, by closing the transaction window. If either player lacks the cargo space to accept the goods, the trade is nullified.

Be cautious when trading with players you don't know. Players seek the best deal for their credits. Make sure you're comfortable with the trade before accepting. Trading is a great way to unload extra weaponry or equipment for a fair price, or to exchange it for the perfect addition to your ship.

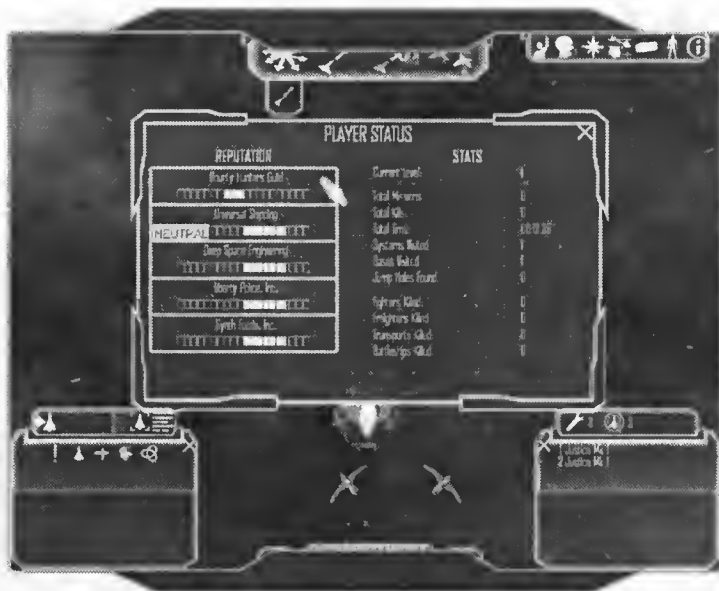


FIGURE 10.3 Your reputation improves if your group succeeds in the mission—even if you perish.

GENERAL STRATEGIES

Freelancer's multiplayer universe includes the same planets, bases, ships, weapons, and commodities as the single-player game. Consult the pertinent chapters for information, statistics, and strategies concerning all these elements. This section provides only general strategies specific to multiplayer gameplay.

- If you plan to turn your *Freelancer* multiplayer gaming into a long-term experience, choose a good server—one that will remain up often, and for a long time. Your multiplayer character is unique to that server, so if you plan to continue your game and build your character, you must reconnect to the same server.

- A new multiplayer character always starts the game with a Civilian Starflier (the same ship Jun'ko Zane provides Trent in the single-player game), and begins play on Planet Manhattan in the New York system. It's dangerous to explore the outskirts of New York (or to go outside the system) with just the Starflier and your initial weaponry. Stay within New York space, and accumulate credits by accepting jobs against Liberty criminals such as Rogues or Junkers, or by trading commodities (water and boron, for instance) between planets Manhattan and Pittsburgh.
- If you plan to concentrate on combat, save enough credits for the Defender—Liberty's Heavy Fighter. It's available in New York space on the Battleship *Missouri*. Or, if you plan to concentrate on commodities and trade, save enough credits for the Liberty Rhino Freighter (available within New York on Manhattan and Pittsburgh). Acquire these ships before venturing into the tougher areas of New York (such as the Badlands), or into adjacent systems (see Figure 10.4).
- Join a group—*Multiplayer* means just that! Interaction and cooperative gameplay add exciting elements to the *Freelancer* universe. Additionally, the increased difficulty of random missions intensifies the need for a group. Where a solo player might struggle or fail, a group can conquer.
- Work as a team. In battle, a group is greater than the sum of its parts. Double-team an enemy vessel to eliminate the ship quickly. Assign specific targets to each group member and occupy all enemy forces. Order a couple of group members against weapons platforms while the remaining pilots combat enemy ships.
- *Competitive* multiplayer servers bring another entire dimension to the game. On competitive servers, another player can inflict damage to your ship (and vice versa)! Make sure this is the style of gameplay you desire before devoting significant time to character-development on a competitive server. For example, if you wish to become a trader, you'll have to beware of players who might prey on your freighter in search of an easy commodity score. In this case, make some friends and request a fighter escort!
- *Loot* is even more important in the multiplayer game than it is in single-player. After destroying enemy ships (or, in the case of competitive servers, other players' ships) search the debris using the *Loot* filter on your *Contact List*. Found loot can be sold at a planet or base for credits, or used in trade with other players for something more valuable or useful to your ship.



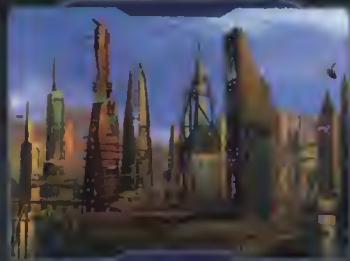
FIGURE 10.4 Stay within the New York system at first and build wealth through trade or random missions.

- If you perish in space, you lose any items in your cargo bay—commodities and unmounted equipment (but not nanobots, shield batteries, or credits). Obviously it's wise to use extreme caution when moving around space with a hold full of powerful weaponry or commodities. Or perhaps your ship has been significantly damaged after a battle, and you just tractor in some great equipment. On a cooperative server, you can request an escort from other players so you make it home safely. On a competitive server, you may face opposition from other players. Keep your allies close by, and head to the nearest base as quickly as possible!

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About the Author



Doug Redcliffe has been a gamer since the days of the Atari 2600. He's written over 20 strategy guides, including *MechWarrior 4: Mercenaries: Sybex Official Strategies and Secrets*, *Age of Mythology: Sybex Official Strategies and Secrets*, and *Dungeon Siege: Sybex Official Strategies and Secrets*.

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